

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Noble

You start knowing 3 players,  
1 and only 1 of which is evil.



## Grandmother

You start knowing a good player & their character.  
If the Demon kills them, you die too.



## Oracle

Each night\*, you learn  
how many dead players are evil.



## Innkeeper

Each night\*, choose 2 players:  
they can't die tonight, but 1 is drunk until dusk.



## Chambermaid

Each night, choose 2 alive players (not yourself):  
you learn how many woke tonight due to their  
ability.



## Mathematician

Each night, you learn  
how many players' abilities worked abnormally  
(since dawn) due to another character's ability.



## Gossip

Each day, you may make a public statement.  
Tonight, if it was true, a player dies.



## Seamstress

Once per game, at night,  
choose 2 players (not yourself):  
you learn if they are the same alignment.



## Artist

Once per game, during the day,  
privately ask the Storyteller any yes/no question.



## Cannibal

You have the ability of the recently killed executee.  
If they are evil, you are poisoned  
until a good player dies by execution.



## Ravenkeeper

If you die at night,  
you are woken to choose a player:  
you learn their character.



## Sage

If the Demon kills you,  
you learn that it is 1 of 2 players.

# OUTSIDERS



## Goon

Each night, the 1st player to choose you  
with their ability is drunk until dusk.  
You become their alignment.



## Drunk

You do not know you are the Drunk.  
You think you are a Townsfolk character,  
but you are not.



## Plague Doctor

If you die,  
the Storyteller gains a Minion ability.



## Mutant

If you are "mad" about being an Outsider,  
you might be executed.

# MINIONS



## Poisoner

Each night, choose a player:  
they are poisoned tonight and tomorrow day.



## Spy

Each night, you see the Grimoire.  
You might register as good  
& as a Townsfolk or Outsider, even if dead.



## Pit-Hag

Each night\*, choose a player  
& a character they become (if not-in-play).  
If a Demon is made, deaths tonight are arbitrary.



## Assassin

Once per game, at night\*, choose a player:  
they die, even if for some reason they could not.



## Po

Each night\*, you may choose a player: they die.  
If your last choice was no-one,  
choose 3 players tonight.



## Vigormortis

Each night\*, choose a player: they die.  
Minions you kill keep their ability & poison 1  
Townsfolk neighbor. [-1 Outsider]



## Fang Gu

Each night\*, choose a player: they die.  
The 1st Outsider this kills becomes an evil Fang Gu  
& you die instead. [+1 Outsider]



## Lord Of Typhon

Each night\*, choose a player: they die.  
[Evil characters are in a line. You are in the middle.  
+1 Minion. -? to +? Outsiders]

# DEMONS

\*Not the  
first night



Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:  
Show each of these players a unique Minion token, and give a thumbs down.  
Replace these players' good character tokens with these Minion tokens and put these players to sleep.  
Then, do the Minion Info and Demon Info steps as normal.



Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



Demon Info

If there are 7 or more players, wake the Demon:  
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



Poisoner

The Poisoner chooses a player. ☹



Grandmother

Point to the grandchild player & show their character token.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Steward

Point to the player marked **KNOW**. ☹



Noble

Point to all three players marked **KNOW**.



Spy

Show the Grimoire to the Spy for as long as they need.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Poisoner	The Poisoner chooses a player. ☹
	Innkeeper	The Innkeeper chooses 2 players. ☹☹☹
	Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹☹*
	Fang Gu	The Fang Gu chooses a player. ☹ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☹
	Lord Of Typhon	The Lord of Typhon chooses a player. ☹
	Vigormortis	The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹
	Assassin	The Assassin might choose a player. ☹☹
	Gossip	If the Gossip is due to kill a player, they die. ☹
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the <b>STORYTELLER ABILITY</b> reminder. If applicable, add a token to the night sheet.
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☹
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Oracle	Give a finger signal.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ☹
	Spy	Show the Grimoire to the Spy for as long as they need.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.