

# TOWNSFOLK



## Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



## Grandmother

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



## Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. **[1 Townfolk is evil]**



## Undertaker

Each night\*, you learn which character died by execution today.



## Empath

Each night, you learn how many of your 2 alive neighbours are evil.



## Monk

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



## Chambermaid

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



## Exorcist

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



## Savant

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



## Soldier

You are safe from the Demon.



## Ravenkeeper

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



## Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



## Pacifist

Executed good players might not die.



## Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



## 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 Townfolk character, but you are not.



## Saint

If you die by execution, your team loses.



## Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



## Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



## Baron

There are extra Outsiders in play. **[+2 Outsiders]**



## Xaan

On night X, all Townfolk are poisoned until dusk. **[X Outsiders]**



## Yaggababble

You start knowing each other. For the first time, you can talk to a player tonight.



## Ojo

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



## No Dashii

Each night\*, choose a player: they die. Your 2 Townfolk neighbours are poisoned.



## Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

\*Not the first night

# OUTSIDERS

# MINIONS

# DEMONS



## Dusk

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



## Yaggababble

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.



## 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.



## Xaan

Add the **NIGHT** reminder token that matches the current night. ☹  
On the night that equals the number of Outsiders in play when the game began:  
Add the **X** reminder to the Grimoire. ☹ Remove it the following dusk.



## Organ Grinder

The Organ Grinder either nods or shakes their head:  
If they nod their head, mark them with the **DRUNK** reminder. ☹  
If they shake their head, remove their **DRUNK** reminder.



## Clockmaker

Give a finger signal.



## Grandmother

Point to the grandchild player & show their character token.



## Empath

Give a finger signal.



## Bounty Hunter

Wake any player with a Townsfolk character:  
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.  
Turn their token upside-down. (This shows they are evil.)  
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



## Butler

The Butler chooses a player. ☹



## Chambermaid

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



## Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Xaan**

Add the **NIGHT** reminder token that matches the current night. ☺  
 On the night that equals the number of Outsiders in play when the game began:  
 Add the **X** reminder to the Grimoire. ☺ Remove it the following dusk.

**Monk**

The Monk chooses a player. ☺

**Scarlet Woman**If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.**Organ Grinder**

The Organ Grinder either nods or shakes their head:  
 If they nod their head, mark them with the **DRUNK** reminder. ☺  
 If they shake their head, remove their **DRUNK** reminder.

**Exorcist**

The Exorcist chooses a player. ☺ Put the Exorcist to sleep. If the Exorcist chose the Demon:  
 Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.

**Yaggababble**

For each time the Yaggababble publicly said their phrase:  
 You may place a **DEAD** token next to a living player. ☺

**Zombuul**

If no one died today, the Zombuul chooses a player. ☺

**No Dashii**

The No Dashii chooses a player. ☺

**Ojo**

The Ojo points to a role. If a player has that role, they die. ☺  
 If the role is out of play, the Storyteller chooses any number of players that die. ☺

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Banshee**

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☺  
 Publicly announce that the Banshee died.

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☺

**Empath**

Give a finger signal.

**Bounty Hunter**

If the player with the **SEEN** token died today or tonight, point to an evil player.  
 Move the **SEEN** token to the shown player. ☺

**Undertaker**

If a player was executed today, show their character token.

**Butler**

The Butler chooses a player. ☺

**Chambermaid**

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

**Dawn**

Wait a few seconds. Call for eyes open &amp; immediately say who died.