

TOWNSFOLK



Steward

You start knowing
1 good player.



Washerwoman

You start knowing that 1 of 2 players
is a particular Townsfolk.



Pixie

You start knowing 1 in-play Townsfolk.
If you were mad that you were this character,
you gain their ability when they die.



Empath

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



High Priestess

Each night, learn which player
the Storyteller believes you should talk to most.



Monk

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



Acrobat

Each night*, choose a player:
if they are drunk or poisoned,
you die.

OUTSIDERS



Butler

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



Lunatic

You think you are a Demon, but you are not.
The Demon knows who you are
& who you choose at night.



Hatter

If you died today or tonight,
the Minion & Demon players
may choose new Minion & Demon characters to be.

MINIONS



Witch

Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.



Fearmonger

Each night, choose a player:
if you nominate & execute them, their team loses.
All players know if you choose a new player.



Marionette

You think you are a good character but you are not.
The Demon knows who you are.
[You neighbor the Demon]

DEMONS



Yaggababble

You start knowing a secret phrase.
For each time you said it publicly today,
a player might die.



No Dashii

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

*Not the
first night



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.



Lunatic

If there are 7 or more players, wake the Lunatic:
Show the **THESE ARE YOUR MINIONS** token. Point to any players.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
Put the Lunatic to sleep. Wake the Demon.
Show the **YOU ARE** info token and the Demon token.
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



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.



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.



Witch

The Witch chooses a player. ☹



Fearmonger

The Fearmonger picks a player:
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



Pixie

Show the Townsfolk character token marked **MAD**.



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Empath

Give a finger signal.



Butler

The Butler chooses a player. ☹



Steward

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



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Pixie**

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:
Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☹

**Acrobat**

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☹

**Monk**

The Monk chooses a player. ☹

**Witch**

The Witch chooses a player. ☹

**Fearmonger**

The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."

**Lunatic**

Do whatever needs to be done to simulate the Demon acting.
Put the Lunatic to sleep. Wake the Demon.
Show the Lunatic token & point to them, then their target(s).

**No Dashii**

The No Dashii chooses a player. ☹

**Yaggababble**

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

**Hatter**

If the Hatter died, wake the Minions and Demon:
Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
Each player may point to another character of the same type as their current character.
If a second player would end up with the same character as another player:
Shake your head no and gesture for them to choose again.
Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
Change each player to the character they chose.

**Empath**

Give a finger signal.

**Butler**

The Butler chooses a player. ☹

**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.

**Dawn**

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