

# 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.



## Bounty Hunter

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



## Pixie

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



## Oracle

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



## High Priestess

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



## Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



## Savant

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



## Seamstress

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



## Cannibal

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



## Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



## Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

# OUTSIDERS



## Lunatic

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



## Drunk

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



## Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



## Mutant

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

# MINIONS



## Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



## Poisoner

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



## Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



## Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



## Imp

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



## Kazali

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



## Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night\*, a player might die. [+1 Minion]

# DEMONS

\*Not the first night





Dusk

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



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



Kazali

The Kazali points at a player and a Minion on the character sheet.  
Replace their old character token with the Minion token. Wake the player.  
Show them the **You Are** info token then the Minion character token, and give a thumbs down.  
Repeat until the normal number of Minions exist.  
Put the Kazali to sleep.



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.



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:  
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹



Poisoner

The Poisoner chooses a player. ☹



Godfather

Show the character tokens of all in-play Outsiders.



Cerenovus

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



Pixie

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



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 al three players marked **KNOW**.



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. ☹



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.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Pixie	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ☹
	Poisoner	The Poisoner chooses a player. ☹
	Gambler	The Gambler chooses a player & a character. ☹
	Cerenovus	The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	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).
	Imp	The Imp chooses a player. ☹ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the <b>YOU ARE</b> token, then show the Imp token.
	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☹ Place the <b>DEAD</b> token beside any living player. ☹
	Kazali	The Kazali chooses a player. ☹
	Godfather	If an Outsider died today, the Godfather chooses a player. ☹
	Moonchild	If the Moonchild is due to kill a good player, they die. ☹
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☹
	Oracle	Give a finger signal.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ☹
	Bounty Hunter	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown 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.