

# TOWNSFOLK



## Steward

You start knowing 1 good player.



## Chef

You start knowing how many pairs of evil players there are.



## Town Crier

Each night\*, you learn if a Minion nominated today.



## 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.



## Gambler

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



## Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



## Mathematician

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



## Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



## Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



## 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.



## Ravenkeeper

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

# OUTSIDERS



## 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.



## Saint

If you die by execution, your team loses.



## Hatter

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

# MINIONS



## Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



## 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]



## Goblin

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

# DEMONS



## Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



## Lil' Monsta

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



## 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]



## Al-Hadikhia

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

\*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



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.



Marionette

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



Preacher

The Preacher chooses a player. If they choose a Minion: Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion. Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



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. ©



Fearmonger

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



Harpy

The Harpy chooses a player © & then another player. © Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Pukka

The Pukka chooses a player. ©



Chef

Give a finger signal.



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Steward

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



High Priestess

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



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



|  |                       |  |
|--|-----------------------|--|
|  | <b>Dusk</b>           | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | <b>Amnesiac</b>       | This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information   |
|  | <b>Cannibal</b>       | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.   |
|  | <b>Preacher</b>       | The Preacher chooses a player. If they choose a Minion:<br>Put a <b>PREACHED</b> reminder token next to that Minion. Wake the chosen Minion.<br>Show them the <b>THIS CHARACTER SELECTED YOU</b> card & the Preacher token. Put the Minion back to sleep.  |
|  | <b>Gambler</b>        | The Gambler chooses a player & a character. ☹  |
|  | <b>Fearmonger</b>     | The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder:<br>Mark the chosen player with the <b>FEAR</b> reminder. ☹ Declare that "The Fearmonger has chosen a player."   |
|  | <b>Harpy</b>          | The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.  |
|  | <b>Pukka</b>          | The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹  |
|  | <b>Lord Of Typhon</b> | The Lord of Typhon chooses a player. ☹   |
|  | <b>Al-Hadikhia</b>    | The Al-Hadikhia points at three players:<br>Mark these players with the <b>1</b> , <b>2</b> , & <b>3</b> reminders, in the chosen order. Put the Al-Hadikhia to sleep.<br>Wake the player marked <b>1</b> & say "The A-I Hadikhia has chosen" then the name of the player.<br>Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked <b>2</b> & <b>3</b> .<br>Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.<br>If all three are alive (none have a shroud), add a shroud to all three. |
|  | <b>Lil' Monsta</b>    | The minions pick a player. Put them back to sleep, and then:<br>Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token.<br>Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☹<br>Place the <b>DEAD</b> token beside any living player. ☹  |
|  | <b>Hatter</b>         | If the Hatter died, wake the Minions and Demon:<br>Show them the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Hatter token.<br>Each player may point to another character of the same type as their current character.<br>If a second player would end up with the same character as another player:<br>Shake your head no and gesture for them to choose again.<br>Put them to sleep. Remove the <b>TEA PARTY TONIGHT</b> reminder.<br>Change each player to the character they chose.   |
|  | <b>Moonchild</b>      | If the Moonchild is due to kill a good player, they die. ☹   |
|  | <b>Ravenkeeper</b>    | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.   |
|  | <b>Empath</b>         | Give a finger signal.  |
|  | <b>Fortune Teller</b> | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).   |
|  | <b>Dreamer</b>        | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.   |
|  | <b>Town Crier</b>     | Either nod or shake your head.   |
|  | <b>High Priestess</b> | Point to the player whom you most think the High Priestess should speak with tomorrow.   |
|  | <b>Mathematician</b>  | Give a finger signal.  |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open & immediately say who died.   |