

TOWNSFOLK



Steward

You start knowing
1 good player.



Washerwoman

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



Bounty Hunter

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



Monk

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



Sailor

Each night, choose an alive player:
either you or they are drunk until dusk.
You can't die.



Balloonist

Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]



General

Each night, you learn which alignment
the Storyteller believes is winning:
good, evil, or neither.



Gossip

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



Savant

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



Courtier

Once per game, at night, choose a character:
they are drunk for 3 nights & 3 days.



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.



Tea Lady

If both your alive neighbors are good,
they can't die.



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.



Klutz

When you learn that you died, publicly choose
1 alive player: if they are evil, your team loses.



Puzzlemaster

1 player is drunk, even if you die.
If you guess (once) who it is, learn the Demon player,
but guess wrong & get false info.



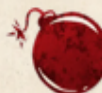
Spy

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



Fearmonger

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



Boomdandy

If you are executed, all but 3 players die.
After a 10 to 1 countdown,
the player with the most players pointing at them, dies.



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.



No Dashii

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



Vigormortis

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

*Not the
first night

OUTSIDERS

MINIONS

DEMONS



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.



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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.



Sailor

The Sailor chooses a living player. ☺



Courtier

The Courtier might choose a character. ☺☺



Spy

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



Fearmonger

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



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.



Steward

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



Washerwoman

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



Balloonist

Point to a player (alive or dead).
Place the **SEEN** token next to the shown player. ☺



General

If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.



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. ☺



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.

**Sailor**

The Sailor chooses a living player. ☺

**Courtier**

The Courtier might choose a character. ☺☺

**Monk**

The Monk chooses a player. ☺

**Spy**

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

**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."

**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.

**Zombuul**

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

**Vigormortis**

The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺

**No Dashii**

The No Dashii chooses a player. ☺

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☺

**Ravenkeeper**

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

**Balloonist**

Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☺

**General**

If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.

**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. ☺

**Dawn**

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