

TOWNSFOLK



**Librarian**

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



**Bounty Hunter**

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



**Undertaker**

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



**High Priestess**

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



**Chambermaid**

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



**King**

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



**Exorcist**

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



**Nightwatchman**

Once per game, at night, choose a player: they learn you are the Nightwatchman.



**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.



**Farmer**

If you die at night, an alive good player becomes a Farmer.



**Sage**

If the Demon kills you, you learn that it is 1 of 2 players.



**Tea Lady**

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

OUTSIDERS



**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



**Plague Doctor**

If you die, the Storyteller gains a Minion ability.



**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.

MINIONS



**Poisoner**

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



**Wizard**

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



**Widow**

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



**Baron**

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

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]**



**Vortex**

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



**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





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.



Dusk

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



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. ☹



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.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



Courtier

The Courtier might choose a character. ☹☹



Poisoner

The Poisoner chooses a player. ☹



Widow

Show the Grimoire for as long as the Widow needs.  
The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.  
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



Pukka

The Pukka chooses a player. ☹



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



High Priestess

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



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. ☹



Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



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 & Fabled act.



Cannibal

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.



Courtier

The Courtier might choose a character. ☹☹



Poisoner

The Poisoner chooses a player. ☹



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.



Pukka

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹



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 **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹  
Place the **DEAD** token beside any living player. ☹



Vortex

The Vortex chooses a player. ☹



Lord Of Typhon

The Lord of Typhon chooses a player. ☹



Plague Doctor

If the Plague Doctor died, place a Minion character token in the center of the Grimoire.  
Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.



Farmer

If the Farmer died tonight:  
Wake an alive good player.  
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.  
Replace their previous character token with a Farmer character token.



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



High Priestess

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



King

If the number of dead players is equal to or exceeds the number of alive players:  
Wake the King. Show one alive character token. Put the King to sleep.



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.



Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



Chambermaid

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



Dawn

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