

# 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]



## Undertaker

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



## 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.



## General

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



## Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



## Dreamer

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



## Courtier

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



## Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



## Amnesiac

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



## Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

# OUTSIDERS



## 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.



## Tinker

You might die at any time.



## Moonchild

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

# MINIONS



## Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



## Spy

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



## Goblin

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



## Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



## No Dashii

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



## Vigormortis

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



## Leech

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



## Riot

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

# DEMONS

\*Not the first night





## Amnesiac

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



## Dusk

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



## 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. ☹☹



## Devil's Advocate

The Devil's Advocate chooses a living player. ☹



## Spy

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



## Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



## Steward

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



## Washerwoman

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



## 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.



## Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



## Dreamer

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



## 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.

**Amnesiac**

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

**Sailor**

The Sailor chooses a living player. ☺

**Courtier**

The Courtier might choose a character. ☹☹

**Monk**

The Monk chooses a player. ☺

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☺

**Spy**

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

**Lleech**

The Lleech chooses a player. Mark them with the **DEAD** token. ☹

**Vigormortis**

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

**No Dashii**

The No Dashii chooses a player. ☹

**Tinker**

The Tinker might die. ☹

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☹

**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.

**Village Idiot**

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

**Dreamer**

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

**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.

**Dawn**

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