

# 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.



## 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.



## Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



## Amnesiac

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



## Farmer

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



## Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

# 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



## 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.



## Widow

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



## Goblin

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



## Po

Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



## Lil' Monsta

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



## Pukka

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



## 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]

# DEMONS

\*Not the first night



Dusk

Check that all eyes are closed. Some Travellers &amp; 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.



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. ☹



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. ☹



Fearmonger

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



Pukka

The Pukka chooses a player. ☹



Chef

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 &amp; 1 evil character token, 1 of which is their character.



Steward

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

Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
 Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
 Put the Cult Leader back to sleep.  
 Turn the Cult Leader token upside-down. (This shows their alignment.)



Spy

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



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.



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



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.



Gambler

The Gambler chooses a player & a character. ☹



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."



Pukka

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



Po

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☹ or ☹☹☹\*



Lord Of Typhon

The Lord of Typhon chooses a player. ☹



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. ☹



Hatter

If the Hatter died, wake the Minions and Demon:  
Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.  
Each player may point to another character of the same type as their current character.  
If a second player would end up with the same character as another player:  
Shake your head no and gesture for them to choose again.  
Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.  
Change each player to the character they chose.



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹  
Publicly announce that the Banshee died.



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.



Moonchild

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



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.



Town Crier

Either nod or shake your head.



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
Put the Cult Leader back to sleep.  
Turn the Cult Leader token upside-down. (This shows their alignment.)



Spy

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



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 & immediately say who died.