

# 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.



## Chambermaid

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



## Village Idiot

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



## 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.



## Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



## 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.

# OUTSIDERS



## Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



## Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



## 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.

# MINIONS



## Devil's Advocate

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



## Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



## 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



## Yagababble

You start knowing 3 players. Each night, you can publicly claim to be a Demon.



## Shabaloth

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



## Vortex

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



## Leviathan

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

\*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.



## Yaghababble

Write a phrase down so that the Yaghababble can read it.  
Show the Yaghababble the phrase.



## Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



## Lunatic

If there are 7 or more players, wake the Lunatic:  
Show the **THESE ARE YOUR MINIONS** token. Point to any players.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.  
Put the Lunatic to sleep. Wake the Demon.  
Show the **YOU ARE** info token and the Demon token.  
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



## 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.



## 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. ☺



## Witch

The Witch chooses a player. ☺



## Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☺



## Steward

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



## Washerwoman

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



## 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.



## 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. ☺



## 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.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	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. ☹
	Devil's Advocate	The Devil's Advocate chooses a living player. ☹
	Witch	The Witch chooses a player. ☹
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player. ☹
	Vortex	The Vortex chooses a player. ☹
	Leviathan	Mark the Leviathan with either the <b>DAY 2</b> , <b>DAY 3</b> , <b>DAY 4</b> , or <b>DAY 5</b> reminder. ☹
	Moonchild	If the Moonchild is due to kill a good player, they die. ☹
	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.
	Bounty Hunter	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ☹
	Undertaker	If a player was executed today, show their character 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.