

TOWNSFOLK



Steward

You start knowing
1 good player.



Town Crier

Each night*, you learn
if a Minion nominated today.



Empath

Each night, you learn how many
of your 2 alive neighbours are evil.



Innkeeper

Each night*, choose 2 players:
they can't die tonight, but 1 is drunk until dusk.



Gambler

Each night*, choose a player & guess their character:
if you guess wrong, you die.



Monk

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



Chambermaid

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



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.



Courtier

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



Professor

Once per game, at night*, choose a dead player:
if they are a Townsfolk, they are resurrected.



Juggler

On your 1st day,
publicly guess up to 5 players' characters.
That night, you learn how many you got correct.



Soldier

You are safe
from the Demon.



Fool

The first time you die,
you don't.

OUTSIDERS



Butler

Each night, choose a player (not yourself):
tomorrow, you may only vote if they are voting too.



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.



Mutant

If you are "mad" about being an Outsider,
you might be executed.

MINIONS



Poisoner

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



Fearmonger

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



Psychopath

Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.



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.



Yagababble

You start knowing each other. Each time you talk publicly, a demon might



Lleeche

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



No Dashii

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



Riot

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

*Not the
first night

DEMONS



Dusk

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



Yaggababble

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



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.



Lleech

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



Poisoner

The Poisoner chooses a player. ☹



Courtier

The Courtier might choose a character. ☹☹



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.



Fearmonger

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



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Butler

The Butler chooses a player. ☹



Steward

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



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.



Poisoner

The Poisoner chooses a player. ☹



Courtier

The Courtier might choose a character. ☹☹



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



Gambler

The Gambler chooses a player & a character. ☹



Monk

The Monk chooses 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.



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."



No Dashii

The No Dashii chooses a player. ☹



Lleech

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

Yaggababble

For each time the Yaggababble publicly said their phrase:
 You may place a **DEAD** token next to a living player. ☹



Professor

The Professor might choose a dead player. ☹☹



Moonchild

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



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Town Crier

Either nod or shake your head.



Juggler

Give a finger signal.



Butler

The Butler chooses a player. ☹



Chambermaid

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



Dawn

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