

TOWNSFOLK



Pixie

You start knowing 1 in-play Townsfolk.
If you were mad that you were this character,
you gain their ability when they die.



Innkeeper

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



Balloonist

Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]



Dreamer

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



Cult Leader

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



Exorcist

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



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.



Soldier

You are safe
from the Demon.



Alchemist

You have a Minion ability.
When using this,
the Storyteller may prompt you to choose differently.



Amnesiac

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



Choirboy

If the Demon kills the King,
you learn which player is the Demon.
[+ the King]



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



Recluse

You might register as evil & as a Minion or Demon,
even if dead.



Golem

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



Klutz

When you learn that you died, publicly choose
1 alive player: if they are evil, your team loses.



Saint

If you die by execution,
your team loses.

MINIONS



Godfather

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]



Poisoner

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



Devil's Advocate

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



Fearmonger

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



Yaggababble

You start knowing a secret phrase.
For each time you said it publicly today,
a player might die.



Fang Gu

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]



Legion

Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. [Most players are Legion]



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 & 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.



Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. ☹ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).



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.



Poisoner

The Poisoner chooses a player. ☹



Courtier

The Courtier might choose a character. ☹☹



Godfather

Show the character tokens of all in-play Outsiders.



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Fearmonger

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



Pixie

Show the Townsfolk character token marked **MAD**.



Dreamer

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



Balloonist

Point to a player (alive or dead). Place the SEEN token next to the shown player. ☹



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.)



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



Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☺



Poisoner

The Poisoner chooses a player. ☺



Courtier

The Courtier might choose a character. ☺☺



Innkeeper

The Innkeeper chooses 2 players. ☺☺☺



Devil's Advocate

The Devil's Advocate chooses a living player. ☺



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."



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.



Legion

You may decide a player that dies. (Once per living Legion) ☺



Fang Gu

The Fang Gu chooses a player. ☺ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☺



Lord Of Typhon

The Lord of Typhon chooses a player. ☺



Yaggababble

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



Godfather

If an Outsider died today, the Godfather chooses a player. ☺



Banshee

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



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



Dreamer

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



Balloonist

Point to a player (alive or dead) with a different role type from the player with the **SEEN** token. Place the **SEEN** token next to the shown player. ☺



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.)



Dawn

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