

# TOWNSFOLK



## Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



## Pixie

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



## Undertaker

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



## Balloonist

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



## General

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



## 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.



## Exorcist

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



## 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.



## Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

# OUTSIDERS



## Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



## Lunatic

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



## Tinker

You might die at any time.



## Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

# MINIONS



## Poisoner

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



## Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



## Mastermind

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



## Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



## Imp

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



## 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]



## Lleech

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

# 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
	Pixie	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ☹
	Poisoner	The Poisoner chooses a player. ☹
	Courtier	The Courtier might choose a character. ☹☹
	Innkeeper	The Innkeeper chooses 2 players. ☹☹☹
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.
	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).
	Exorcist	The Exorcist chooses a player. ☹ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	Legion	You may decide a player that dies. (Once per living Legion) ☹
	Imp	The Imp chooses a player. ☹ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the <b>YOU ARE</b> token, then show the Imp token.
	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☹
	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☹
	Damsel	TBD
	Tinker	The Tinker might die. ☹
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Undertaker	If a player was executed today, show their character token.
	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. ☹
	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.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.