

# TOWNSFOLK



## Steward

You start knowing 1 good player.



## Investigator

You start knowing that 1 of 2 players is a particular Minion.



## 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.



## Balloonist

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



## Village Idiot

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



## 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.



## Courtier

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



## Soldier

You are safe from the Demon.



## Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



## Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



## Fool

The first time you die, you don't.

# OUTSIDERS



## Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



## Golem

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



## Mutant

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



## Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

# MINIONS



## Witch

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



## Assassin

Once per game, at night\*, choose a player: they die, even if for some reason they could not.



## Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



## Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



## No Dashii

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



## Po

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



## Vortex

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



## Riot

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

# DEMONS

\*Not the first night





## Dusk

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



## Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.



## 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.



## Xaan

Add the **NIGHT** reminder token that matches the current night. ☉

On the night that equals the number of Outsiders in play when the game began:

Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.



## Courtier

The Courtier might choose a character. ☉☉



## Witch

The Witch chooses a player. ☉



## Pixie

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



## Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



## Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



## Dreamer

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



## Steward

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



## Balloonist

Point to a player (alive or dead).

Place the **SEEN** token next to the shown player. ☉



## 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.



## 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.

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' 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. ☹

**Xaan**

Add the **NIGHT** reminder token that matches the current night. ☹  
On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ☹ Remove it the following dusk.

**Courtier**

The Courtier might choose a character. ☹☹

**Witch**

The Witch chooses a player. ☹

**Po**

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

**No Dashii**

The No Dashii chooses a player. ☹

**Vortex**

The Vortex chooses a player. ☹

**Assassin**

The Assassin might choose a player. ☹☹

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**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. ☹

**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.

**Mathematician**

Give a finger signal.

**Dawn**

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