

TOWNSFOLK



**Shugenja**

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



**Pixie**

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



**Flowergirl**

Each night\*, you learn if a Demon voted today.



**Gambler**

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



**Sailor**

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



**Mathematician**

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



**King**

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



**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.



**Gossip**

Each day, you may make a public statement. Tonight, if it was true, a player dies.



**Savant**

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



**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.



**Poppy Grower**

Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDERS



**Golem**

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



**Sweetheart**

When you die, 1 player is drunk from now on.



**Hatter**

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



**Mutant**

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

MINIONS



**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.



**Goblin**

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



**Baron**

There are extra Outsiders in play. [+2 Outsiders]

DEMONS



**Imp**

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



**Vigormortis**

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



**Leech**

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



**Riot**

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

\*Not the first night

**Dusk**

Check that all eyes are closed. Some Travellers &amp; 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. ☺**Poppy Grower**If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder: Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.**Sailor**

The Sailor chooses a living player. ☺

**Gambler**

The Gambler chooses a player &amp; a character. ☺

**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."**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 **YOU ARE** token, then show the Imp token.**Vigormortis**

The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺

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

If the Gossip is due to kill a player, they die. ☺

**Hatter**If the Hatter died, wake the Minions and Demon: Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder. Change each player to the character they chose.**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺

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

Either nod or shake your head.

**King**

If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.

**Mathematician**

Give a finger signal.

**Dawn**

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