

# 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]



## 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.

# DEMONS

\*Not the first night





## Dusk

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



## Poppy Grower

Wake the Demon.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.  
Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.



## 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.



## King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



## Sailor

The Sailor chooses a living player. ☹



## Lleech

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



## 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**.



## Fortune Teller

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



## Shugenja

Point your finger horizontally in the direction of the closest evil player.  
If the two closest evil players are equidistant, point your finger horizontally in either direction.



## 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. ☺



## 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 & 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 & immediately say who died.