

# TOWNSFOLK



## Investigator

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



## Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



## Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. **[1 Townsfolk is evil]**



## Undertaker

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



## Balloonist

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



## 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.



## Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. **[+the Damsel]**



## Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



## Farmer

If you die at night, an alive good player becomes a Farmer.



## Sage

If the Demon kills you, you learn that it is 1 of 2 players.



## Tea Lady

If both your alive neighbors are good, they can't die.

# 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.



## 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.



## Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

# MINIONS



## Poisoner

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



## Assassin

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



## Goblin

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



## Xaan

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



## Kazali

Each night\*, choose a player: they die. **[You choose which players are which Minions. -? to +? Outsiders]**



## Po

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



## Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



## Fang Gu

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

# DEMONS

\*Not the first night





Dusk

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



Kazali

The Kazali points at a player and a Minion on the character sheet.  
Replace their old character token with the Minion token. Wake the player.  
Show them the **You Are** info token then the Minion character token, and give a thumbs down.  
Repeat until the normal number of Minions exist.  
Put the Kazali to sleep.



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.



Poisoner

The Poisoner chooses a player. ☉



Courtier

The Courtier might choose a character. ☉☉



Huntsman

If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☉  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



Investigator

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



Fortune Teller

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



Clockmaker

Give a finger signal.



Balloonist

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



Bounty Hunter

Wake any player with a Townsfolk character:  
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.  
Turn their token upside-down. (This shows they are evil.)  
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☉



Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.



**Dusk**

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

**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.

**Poisoner**

The Poisoner chooses a player. ☉

**Courtier**

The Courtier might choose a character. ☉☉

**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.

**Zombuul**

If no one died today, the Zombuul chooses a player. ☉

**Po**

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

**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. ☉

**Kazali**

The Kazali chooses a player. ☉

**Assassin**

The Assassin might choose a player. ☉☉

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Huntsman**

If the Huntsman points to a player:  
 Put them to sleep. Mark them with the **NO ABILITY** token. ☉  
 If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
 Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

**Farmer**

If the Farmer died tonight:  
 Wake an alive good player.  
 Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.  
 Replace their previous character token with a Farmer character token.

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

If a player was executed today, show their character token.

**Juggler**

Give a finger signal.

**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. ☉

**Bounty Hunter**

If the player with the **SEEN** token died today or tonight, point to an evil player.  
 Move the **SEEN** token to the shown player. ☉

**Dawn**

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