

TOWNSFOLK



Stargazer
You start knowing if your closest evil player is a Minion or a Demon.
If alignment, this info is arbitrary.



Reverse Thawer
You start knowing 1 evil player.
If the player you know dies, you learn another evil player tonight. (3 Townsfolk is evil)



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



Bullseye
Each night, you learn a player of a different character type than last night.
(40 or 1 Outsider)



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



Snake Charmer
Each night, choose an alive player a chosen Demon swaps characters & alignments with you & is then possessed.



Mathematician
Each night, you learn how many player abilities worked abnormally (once down) due to another character's ability.



Fortune Teller
Each night, choose 2 players you learn if either is a Demon.
There is a good player that again is a Demon to you.



Navant
Each day, you may visit the Storyteller to learn two things at grade.
1 to find & 1 to tell.



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help your team win.



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



Checkmate
If the Demon kills the King, you learn which player is the Demon.
(in the King)



Advisor
The Storyteller can break the game rules, and if successful, good wins, even if you are dead.
(the evil character)

OUTSIDERS



Rocker
You might appear as evil & as a Minion or Demon, even if dead.



Khan
When you learn that you died, publicly choose 1 alive player. If they are not, your team loses.



Nater
If you die by execution, your team loses.



Hunter
If you died today or tonight, the Minion & Demon players may choose one Minion & Demon character to be.

MINIONS



Godfather
You start knowing which Outsiders are in play.
If 2 died today, choose a player tonight. They die.
(1 or 1 Outsider)



Pick Up
Each night, choose a player & a character they become if not in play.
If a Demon is made, death tonight is arbitrary.



Wizard
Once per game, choose to make a wish.
Minions you tell what their ability & guess 1.
If correct, it might have a price & have a clue as to its nature.



Baron
There are extra Outsiders in play.
(1 Outsider)

DEMONS



No Touch
Each night, choose a player they die.
After 2 Townsfolk neighbours are possessed.



Pick Up
Each night, choose a player they are possessed.
The previously possessed player dies then becomes healthy.



Vigorously
Each night, choose a player they die.
Minions you tell what their ability & guess 1.
If correct, it might have a price & have a clue as to its nature.



Lord Of Tophan
Each night, choose a player they die.
Bad character is in a line. You are in the middle.
(1 Minion, 2 or 3 Outsiders)

*Not the first night



Dusk

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



Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
Show each of these players a unique Minion token, and give a thumbs down.
Replace these players' good character tokens with these Minion tokens and put these players to sleep.
Then, do the Minion Info and Demon Info steps as normal.



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.



Wizard

Run the Wizard's ability, if applicable.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
Put the old Snake Charmer to sleep. Wake the old Demon.
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺



Godfather

Show the character tokens of all in-play Outsiders.



Pukka

The Pukka chooses 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**).



Balloonist

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



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.



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. ☺



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.



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.



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. ☺



Wizard

Run the Wizard's ability, if applicable.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
Put the old Snake Charmer to sleep. Wake the old Demon.
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



Pukka

The Pukka chooses a player. ☺ The previously poisoned player dies then becomes healthy. ☺



No Dashii

The No Dashii chooses a player. ☺



Lord Of Typhon

The Lord of Typhon chooses a player. ☺



Vigormortis

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



Godfather

If an Outsider died today, the Godfather chooses a player. ☺



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.



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



Fortune Teller

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

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. ☺



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.



Mathematician

Give a finger signal.



Dawn

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