

# TOWNSFOLK



**Wierdgrail**  
You start knowing if your closest not player is a character or anti-character.  
If equivalent, this info is arbitrary.



**Deceit Hunter**  
You start knowing 1 not player.  
If the player you know dies, you learn another not player tonight. (3 Townsfolk is evil)



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



**Bullwhacker**  
Each night, you learn a player of a different character than the last night.  
(4-6 or +1 Outsider)



**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 players' abilities worked abnormally (once dead) 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 explains as a Demon to you.



**Harriet**  
Each day, you may visit the Storyteller to learn two things in private:  
1. Is that 1. Is that.



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



**Juggler**  
On your 2nd day, publicly guess up to 5 players' characters.  
That night, you learn how many you got correct.



**Misused**  
When a villain dies by execution, all other players' (should Townsfolk) are shown with dark foreboding.



**Chelebror**  
If the Demon kills the King, you learn which player is the Demon.  
(+ the King)



**Advisor**  
The Storyteller can break the game rules, and if executed, good wins, even if you are dead.  
(No not characters)

# OUTSIDERS



**Rocker**  
You might register as evil & as a Mission or Demon, even if dead.



**Khan**  
When you learn that you died, publicly choose 1 alive player. If they are evil, your team loses.



**Nater**  
If you die by execution, your team loses.



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

# MINIONS



**Godfather**  
You start knowing which Outsiders are in play.  
If 1 died today, choose a player tonight. They die 1-1 or +1 Outsider.



**Wizard**  
Once per game, choose to make a wish.  
If granted, it might have a price & lead a clue as to its nature.



**Summoner**  
You get 3 souls.  
On the 3rd night, choose a player.  
They become an evil Demon of your choice. (No Demon)



**Baron**  
There are extra Outsiders in play.  
(+2 Outsider)

# DEMONS



**No Death**  
Each night, choose a player. They die.  
Your 2 Townsfolk neighbours are possessed.



**Puke**  
Each night, choose a player. They are possessed.  
The previously possessed player then becomes healthy.



**Vigorworts**  
Each night, choose a player. They die.  
The Mission you kill keep their ability & poison 1 Townsfolk neighbour. (+1 Outsider)



**Lord Of Tophan**  
Each night, choose a player. They die.  
(Not characters are in a line. You are in the middle.  
+1 Mission, -1 for +1 Outsider)

\*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.



Summoner

Place the **NIGHT 1** reminder. ☹  
Show the Summoner 3 not-in-play characters as bluffs.



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. ☹



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.





Dusk

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



Summoner

On night two, place the **NIGHT 2** reminder. ☺  
On night three, place the **NIGHT 3** reminder ☺ and wake the Summoner:  
They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.  
Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.  
Show the **YOU ARE** info token, then give a thumbs down.  
Replace their character token with the Demon token and put the new Demon to sleep.



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. ☺



Mathematician

Give a finger signal.



Dawn

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