

# TOWNSFOLK



## Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



## 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.



## Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



## Acrobat

Each night\*, choose a player: if they are drunk or poisoned, you die.



## Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no 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.



## Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



## Atheist

The Storyteller can break the game rules, and if executed, good wins, even if you are dead. **[No evil characters]**

# OUTSIDERS



## 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.



## Zealot

If 5 or more players are alive, you must vote for every nomination.

# MINIONS



## Godfather

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



## Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



## Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



## Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

# DEMONS



## Kazali

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



## Zombuul

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



## Vigormortis

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



## 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 & Fabled act.



## Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



## 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.



## King

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



## Preacher

The Preacher chooses a player. If they choose a Minion:  
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



## Widow

Show the Grimoire for as long as the Widow needs.  
The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.  
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



## Godfather

Show the character tokens of all in-play Outsiders.



## Organ Grinder

The Organ Grinder either nods or shakes their head:  
If they nod their head, mark them with the **DRUNK** reminder. ☹  
If they shake their head, remove their **DRUNK** reminder.



## 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**).



## Grandmother

Point to the grandchild player & show their character token.



## 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.



## Spy

Show the Grimoire to the Spy for as long as they need.



## Dawn

Wait a few seconds. Call for eyes open.



	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Amnesiac</b>	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	<b>Pixie</b>	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ☹
	<b>Preacher</b>	The Preacher chooses a player. If they choose a Minion: Put a <b>PREACHED</b> reminder token next to that Minion. Wake the chosen Minion. Show them the <b>THIS CHARACTER SELECTED YOU</b> card & the Preacher token. Put the Minion back to sleep.
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ☹☹☹
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ☹
	<b>Organ Grinder</b>	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the <b>DRUNK</b> reminder. ☹ If they shake their head, remove their <b>DRUNK</b> reminder.
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player. ☹
	<b>Vigormortis</b>	The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹
	<b>Kazali</b>	The Kazali chooses a player. ☹
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. ☹
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ☹
	<b>Hatter</b>	If the Hatter died, wake the Minions and Demon: Show them the <b>THIS CHARACTER SELECTED YOU</b> 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 <b>TEA PARTY TONIGHT</b> reminder. Change each player to the character they chose.
	<b>Sweetheart</b>	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ☹
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Flowergirl</b>	Either nod or shake your head.
	<b>King</b>	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.
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.