

# TOWNSFOLK



## Grandmother

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



## Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



## Monk

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



## Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



## Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



## 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.



## Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



## Professor

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.



## Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



## Tea Lady

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



## Fool

The first time you die, you don't.



## Pacifist

Executed good players might not die.



## Tinker

You might die at any time.



## Sweetheart

When you die, 1 player is drunk from now on.



## Mutant

If you are "mad" about being an Outsider, you might be executed.



## Politician

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



## Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



## Boomdandy

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.



## Baron

There are extra Outsiders in play. [+2 Outsiders]



## Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



## Shabaloth

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



## Vigormortis

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



## Fang Gu

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



## Al-Hadikhia

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

\*Not the first night

# OUTSIDERS

# MINIONS

# DEMONS





Dusk

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



Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.  
Place this second character token by the Demon character token.



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.



Sailor

The Sailor chooses a living player. ☺



Courtier

The Courtier might choose a character. ☺☺



Mezephheles

Show a single word on a piece of paper, phone, or other device.



Grandmother

Point to the grandchild player & show their character token.



Fortune Teller

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



Chambermaid

The Chambermaid chooses 2 living players. 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.

**Sailor**

The Sailor chooses a living player. ☉

**Courtier**

The Courtier might choose a character. ☹☹

**Monk**

The Monk chooses a player. ☉

**Gambler**

The Gambler chooses a player &amp; a character. ☉

**Mezpheles**

If a player is marked with the **TURNS EVIL** reminder:  
 Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.  
 Turn their character token upside down. (This shows they are now evil.)  
 Mark the Mezpheles with the **NO ABILITY** reminder. ☹

**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. ☹

**Vigormortis**

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

**Al-Hadikhia**

The Al-Hadikhia points at three players:  
 Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.  
 Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.  
 Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.  
 Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  
 If all three are alive (none have a shroud), add a shroud to all three.

**Professor**

The Professor might choose a dead player. ☹☹

**Tinker**

The Tinker might die. ☹

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☹

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

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

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