

# TOWNSFOLK



## Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise.  
If equidistant, this info is arbitrary.



## Bounty Hunter

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



## Pixie

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



## Balloonist

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



## General

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



## Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) 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 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.



## Fisherman

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



## Amnesiac

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



## Mayor

If only 3 players live & no execution occurs, your team wins.  
If you die at night, another player might die instead.



## Magician

The Demon thinks you are a Minion.  
Minions think you are a Demon.

# 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.



## Recluse

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



## Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



## Politician

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

# MINIONS



## Godfather

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



## Pit-Hag

Each night\*, choose a player & a character they become (if not-in-play).  
If a Demon is made, deaths tonight are arbitrary.



## Wizard

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



## Xaan

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

# DEMONS



## No Dashii

Each night\*, choose a player: they die.  
Your 2 Townsfolk neighbours are poisoned.



## Pukka

Each night, choose a player: they are poisoned.  
The previously poisoned player dies then becomes healthy.



## Legion

Each night\*, a player might die.  
Executions fail if only evil voted.  
You register as a Minion too. **[Most players are Legion]**



## Lleech

Each night\*, choose a player: they die.  
You start by choosing a player: they are poisoned.  
You die if & only if they are dead.

\*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



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.  
Put the Minions to sleep. Wake the Demon.  
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



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.



Wizard

Run the Wizard's ability, if applicable.



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. ☹



Ogre

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



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.