

TOWNSFOLK



Steward

You start knowing 1 good player.



Bounty Hunter

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



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Sailor

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



Village Idiot

Each night, choose a player: you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Juggler

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



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Farmer

If you die at night, an alive good player becomes a Farmer.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Fool

The first time you die, you don't.



Atheist

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



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDERS



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Sweetheart

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



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINIONS



Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Boffin

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

DEMONS



No Dashii

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



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



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.



Poppy Grower

Wake the Demon.

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info.



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. ☺



Fearmonger

The Fearmonger picks a player:

Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



Steward

Point to the player marked **KNOW**. ☹



Empath

Give a finger signal.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.

Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



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. ☹



Damsel

Wake each Minion. Show the Damsel token.



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Cannibal

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.



Poppy Grower

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.



Sailor

The Sailor chooses a living player. ☺



Fearmonger

The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



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. ☹☹



No Dashii

The No Dashii chooses a player. ☹



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.



Sweetheart

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



Farmer

If the Farmer died tonight:
Wake an alive good player.
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
Replace their previous character token with a Farmer character token.



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



Empath

Give a finger signal.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



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. ☹



Juggler

Give a finger signal.



Dawn

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