

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Investigator

You start knowing that 1 of 2 players  
is a particular Minion.



## Shugenja

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



## Empath

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



## Innkeeper

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



## Monk

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



## 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.



## Cult Leader

Each night, you become the alignment of an alive neighbor.  
If all good players choose to join your cult, your team wins.



## Alsaahir

Once per day, if you publicly guess  
which players are Minion(s) and which are Demon(s),  
good wins.



## Huntsman

Once per game, at night, choose a living player:  
the Damsel, if chosen, becomes a not-in-play Townsfolk.  
[+the Damsel]



## 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.



## Banshee

If the Demon kills you, all players learn this.  
From now on, you may nominate twice per day  
and vote twice per nomination.

# 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.



## Drunk

You do not know you are the Drunk.  
You think you are a Townsfolk character,  
but you are not.



## Klutz

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



## Politician

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

# MINIONS



## Harpy

Each night, choose 2 players:  
tomorrow, the 1st player is mad that the 2nd is evil,  
or one or both might die.



## Psychopath

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



## Wizard

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



## Evil Twin

You & an opposing player know each other.  
If the good player is executed, evil wins.  
Good can't win if you both live.

# DEMONS



## Kazali

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



## Lil' Monsta

Each night, Minions choose  
who babysits Lil' Monsta & 'is the Demon'.  
Each night\*, a player might die. [+1 Minion]



## Zombuul

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



## Fang Gu

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

\*Not the  
first night



**Dusk**

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

**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.

**Lil' Monsta**

Instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:  
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹

**Wizard**

Run the Wizard's ability, if applicable.

**Evil Twin**

Wake both twins. Allow eye contact.  
Show the good twin's character token to the Evil Twin & vice versa.

**Harpy**

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

**Huntsman**

If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☹  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

**Investigator**

Show the Minion character token. Point to both the **MINION** and **WRONG** players.

**Empath**

Give a finger signal.

**Fortune Teller**

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

**Steward**

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

**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.

**Cult Leader**

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
Put the Cult Leader back to sleep.  
Turn the Cult Leader token upside-down. (This shows their alignment.)

**Ogre**

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

**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.

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Wizard**

Run the Wizard's ability, if applicable.

**Monk**

The Monk chooses a player. ☹

**Harpy**

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

**Zombuul**

If no one died today, the Zombuul chooses 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. ☹

**Lil' Monsta**

The minions pick a player. Put them back to sleep, and then:  
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹  
Place the **DEAD** token beside any living player. ☹

**Kazali**

The Kazali chooses a player. ☹

**Banshee**

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹  
Publicly announce that the Banshee died.

**Huntsman**

If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☹  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

**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.

**Empath**

Give a finger signal.

**Fortune Teller**

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

**Cult Leader**

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
Put the Cult Leader back to sleep.  
Turn the Cult Leader token upside-down. (This shows their alignment.)

**Dawn**

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