

# TOWNSFOLK



## Grandmother

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



## Librarian

You start knowing that 1 of 2 players  
is a particular Outsider. (Or that zero are in play.)



## 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]**



## Undertaker

Each night\*, you learn which character  
died by execution today.



## 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.



## 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.



## Nightwatchman

Once per game, at night, choose a player:  
they learn you are the Nightwatchman.



## Slayer

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



## Sage

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



## Tea Lady

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



## Mayor

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

# OUTSIDERS



## Lunatic

You think you are a Demon, but you are not.  
The Demon knows who you are  
& who you choose at night.



## Klutz

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



## Zealot

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



## Heretic

Whoever wins, loses & whoever loses, wins,  
even if you are dead.

# MINIONS



## Marionette

You think you are a good character but you are not.  
The Demon knows who you are.  
**[You neighbor the Demon]**



## Scarlet Woman

If there are 5 or more players alive  
& the Demon dies, you become the Demon.  
(Travellers don't count)



## Baron

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



## Xaan

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

# DEMONS



## 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]**



## Legion

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



## Lord Of Typhon

Each night\*, choose a player: they die.  
**[Evil characters are in a line. You are in the middle.  
+1 Minion. -? to +? Outsiders]**

\*Not the  
first night





## Dusk

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



## Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:  
Show each of these players a unique Minion token, and give a thumbs down.  
Replace these players' good character tokens with these Minion tokens and put these players to sleep.  
Then, do the Minion Info and Demon Info steps as normal.



## Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



## Lunatic

If there are 7 or more players, wake the Lunatic:  
Show the **THESE ARE YOUR MINIONS** token. Point to any players.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.  
Put the Lunatic to sleep. Wake the Demon.  
Show the **YOU ARE** info token and the Demon token.  
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



## 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. ☉



## Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.  
Put the Demon to sleep.



## 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.



## Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



## 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.



## 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. ☉



## Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉



## 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. ☺

**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.

**Monk**

The Monk chooses a player. ☺

**Scarlet Woman**If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.**Lunatic**

Do whatever needs to be done to simulate the Demon acting.  
 Put the Lunatic to sleep. Wake the Demon.  
 Show the Lunatic token & point to them, then their target(s).

**Legion**

You may decide a player that dies. (Once per living Legion) ☺

**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. ☺

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☺

**Vigormortis**

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

**Sage**

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

**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**).**Undertaker**

If a player was executed today, show their character token.

**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. ☺

**Nightwatchman**

If the Nightwatchman points at a player:  
 Put the Nightwatchman to sleep.  
 Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
 Point to the Nightwatchman player. Put the chosen player back to sleep.  
 Mark the Nightwatchman with the **NO ABILITY** reminder token. ☺

**Dawn**

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