

TOWNSFOLK



Bounty Hunter ✓

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



Oracle

Each night*, you learn how many dead players are evil.



Village Idiot

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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.



Courtier

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



Philosopher

Once per game, at night, choose a good character: gain that ability.
If this character is in play, they are drunk.



Alchemist

You have a Minion ability.
When using this, the Storyteller may prompt you to choose differently.



Cannibal

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



Banshee

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



Tea Lady

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

OUTSIDERS



Drunk

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



Tinker

You might die at any time.



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.

MINIONS



Godfather

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



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Devil's Advocate

Each night, choose a living player (different to last night):
if executed tomorrow, they don't die.



Psychopath

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



Po

Each night*, you may choose a player: they die.
If your last choice was no-one, choose 3 players tonight.



Fang Gu

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



Pukka

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



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.

DEMONS

*Not the first night



Dusk

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



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. ☹ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).



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.



Poisoner

The Poisoner chooses a player. ☹



Courtier

The Courtier might choose a character. ☹☹



Godfather

Show the character tokens of all in-play Outsiders.



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Pukka

The Pukka chooses a player. ☹



Fortune Teller

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



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



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. ☹



Dawn

Wait a few seconds. Call for eyes open.

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|--|-------------------------|---|
| | 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. |
| | Philosopher | The Philosopher might choose a character. If necessary, swap their character token. ☹ |
| | Poisoner | The Poisoner chooses a player. ☹ |
| | Courtier | The Courtier might choose a character. ☹☹ |
| | Devil's Advocate | The Devil's Advocate chooses a living player. ☹ |
| | Pukka | The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹ |
| | Po | The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹☹* |
| | 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. ☹ |
| | 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 Al-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. |
| | Godfather | If an Outsider died today, the Godfather chooses a player. ☹ |
| | Gossip | If the Gossip is due to kill a player, they die. ☹ |
| | Sweetheart | If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹ |
| | Banshee | If the demon killed the Banshee tonight, place the HAS ABILITY token. ☹ Publicly announce that the Banshee died. |
| | Tinker | The Tinker might die. ☹ |
| | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | Oracle | 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. ☹ |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |