

# TOWNSFOLK



## Steward

You start knowing 1 good player.



## 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]**



## Sailor

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



## Balloonist

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



## Dreamer

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



## Cult Leader

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



## Philosopher

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



## Juggler

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



## Farmer

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



## Choirboy

If the Demon kills the King, you learn which player is the Demon. **[+ the King]**



## Tea Lady

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



## Fool

The first time you die, you don't.

# OUTSIDERS



## Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



## Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



## Politician

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



## Zealot

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

# MINIONS



## Fearmonger

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



## Assassin

Once per game, at night\*, choose a player: they die, even if for some reason they could not.



## Mastermind

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



## Xaan

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



## Lil' Monsta

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



## Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. **[-1 Outsider]**



## 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]**



## 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 &amp; Fabled act.



Philosopher

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



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.



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."



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 Townfolk. ☹☹



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.



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. ☉



Assassin

The Assassin might choose a player. ☹☹



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



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.



Moonchild

If the Moonchild is due to kill a good player, they die. ☉



Dreamer

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



Juggler

Give a finger signal.



Balloonist

Point to a player (alive or dead) with a different role type from the player with the **SEEN** token.  
 Place the **SEEN** token next to the shown player. ☉



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. ☉



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 &amp; immediately say who died.