

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Investigator

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



## Bounty Hunter

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



## Innkeeper

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



## Mathematician

Each night, you learn  
how many players' abilities worked abnormally  
(since dawn) due to another character's ability.



## Exorcist

Each night\*, choose a player (different to last night):  
the Demon, if chosen, learns who you are  
then doesn't wake tonight.



## Courtier

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



## Juggler

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



## Amnesiac

You do not know what your ability is.  
Each day, privately guess what it is:  
you learn how accurate you are.



## 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]**



## Fool

The first time you die,  
you don't.



## Pacifist

Executed good players  
might not die.

# OUTSIDERS



## 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.



## Hatter

If you died today or tonight,  
the Minion & Demon players  
may choose new Minion & Demon characters to be.



## Politician

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

# MINIONS



## Spy

Each night, you see the Grimoire.  
You might register as good  
& as a Townsfolk or Outsider, even if dead.



## Summoner

You get 3 bluffs.  
On the 3rd night, choose a player:  
they become an evil Demon of your choice. **[No Demon]**



## 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.



## Organ Grinder

All players keep their eyes closed when voting  
and the vote tally is secret.  
Each night, choose if you are drunk until dusk.



## Po

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



## Pukka

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



## Lil' Monsta

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



## 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.



## Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



## Minion Info

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



## Summoner

Place the **NIGHT 1** reminder. ☹  
Show the Summoner 3 not-in-play characters as bluffs.



## 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. ☹



## Courtier

The Courtier might choose a character. ☹☹



## Organ Grinder

The Organ Grinder either nods or shakes their head:  
If they nod their head, mark them with the **DRUNK** reminder. ☹  
If they shake their head, remove their **DRUNK** reminder.



## Evil Twin

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



## Pukka

The Pukka chooses a player. ☹



## Investigator

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



## Steward

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



## 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. ☹



## Spy

Show the Grimoire to the Spy for as long as they need.



## Mathematician

Give a finger signal.



## Dawn

Wait a few seconds. Call for eyes open.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Courtier	The Courtier might choose a character. ☉☉
	Innkeeper	The Innkeeper chooses 2 players. ☉☉☉
	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the <b>DRUNK</b> reminder. ☉ If they shake their head, remove their <b>DRUNK</b> reminder.
	Summoner	On night two, place the <b>NIGHT 2</b> reminder. ☉ On night three, place the <b>NIGHT 3</b> reminder ☉ and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the <b>YOU ARE</b> info token, then the Demon token. Show the <b>YOU ARE</b> info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	Exorcist	The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	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 <b>YOU ARE</b> 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 <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☉ Place the <b>DEAD</b> token beside any living player. ☉
	Hatter	If the Hatter died, wake the Minions and Demon: Show them the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the <b>TEA PARTY TONIGHT</b> reminder. Change each player to the character they chose.
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉
	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 <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Juggler	Give a finger signal.
	Bounty Hunter	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ☉
	Spy	Show the Grimoire to the Spy for as long as they need.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.