

# TOWNSFOLK



## Bounty Hunter

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



## Flowergirl

Each night\*, you learn if a Demon voted today.



## Innkeeper

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



## Balloonist

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



## General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



## King

Each night, if the dead equal or outnumber the living, you learn 1 alive character.  
The Demon knows you are the King.



## Cult Leader

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



## Lycanthrope

Each night\*, choose an alive player.  
If good, they die & the Demon doesn't kill tonight.  
One good player registers as evil.



## Slayer

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



## Amnesiac

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



## Choirboy

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



## Mayor

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



## Magician

The Demon thinks you are a Minion.  
Minions think you are a Demon.

# OUTSIDERS



## Drunk

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



## Golem

You may only nominate once per game.  
When you do, if the nominee is not the Demon, they die.



## Saint

If you die by execution, your team loses.



## Politician

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

# MINIONS



## Poisoner

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



## Summoner

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



## Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



## Scarlet Woman

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

# DEMONS



## Po

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



## Zombuul

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



## Vortex

Each night\*, choose a player: they die.  
Townfolk abilities yield false info.  
Each day, if no-one is executed, evil wins.



## Vigormortis

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



## Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.  
Put the Minions to sleep. Wake the Demon.  
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



## 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.



## King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



## Poisoner

The Poisoner chooses a player. ☹



## Balloonist

Point to a player (alive or dead).  
Place the SEEN token next to the shown player. ☹



## 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. ☹



## 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.)



## General

If you believe that the good team is winning, give a thumbs up.  
If you believe that the evil team is winning, give a thumbs down.  
If you don't know which team is winning, give a thumbs to the side.



## Dawn

Wait a few seconds. Call for eyes open.





Dusk

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



Amnesiac

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



Poisoner

The Poisoner chooses a player. ☹



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



Scarlet Woman

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

Summoner

On night two, place the **NIGHT 2** reminder. ☹

On night three, place the **NIGHT 3** 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 **YOU ARE** info token, then the Demon token.  
 Show the **YOU ARE** info token, then give a thumbs down.  
 Replace their character token with the Demon token and put the new Demon to sleep.



Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:  
 Mark them with the **DEAD** reminder. ☹ Demon doesn't kill tonight.



Zombuul

If no one died today, the Zombuul chooses a player. ☹



Po

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹☹\*



Vortex

The Vortex chooses a player. ☹



Vigormortis

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



Choirboy

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



Flowergirl

Either nod or shake your head.



Ballooning

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. ☹



King

If the number of dead players is equal to or exceeds the number of alive players:  
 Wake the King. Show one alive character token. Put the King to sleep.



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.)



General

If you believe that the good team is winning, give a thumbs up.  
 If you believe that the evil team is winning, give a thumbs down.  
 If you don't know which team is winning, give a thumbs to the side.



Dawn

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