

# TOWNSFOLK



## Noble

You start knowing 3 players, 1 and only 1 of which is evil.



## Investigator

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



## Washerwoman

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



## Grandmother

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



## Empath

Each night, you learn how many of your 2 alive neighbours are evil.



## 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.



## Balloonist

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



## Village Idiot

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



## 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.



## Juggler

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



## Cannibal

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



## Choirboy

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

# OUTSIDERS



## Golem

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



## Klutz

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



## 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.

# MINIONS



## Godfather

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



## Fearmonger

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



## 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]



## 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]

\*Not the first night





## Dusk

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



## 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.



## 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.



## Godfather

Show the character tokens of all in-play Outsiders.



## Fearmonger

The Fearmonger picks a player:  
Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."



## Noble

Point to all three players marked **KNOW**.



## Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



## Investigator

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



## Grandmother

Point to the grandchild player & show their character token.



## Empath

Give a finger signal.



## Balloonist

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



## 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.



## Fortune Teller

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



## Dawn

Wait a few seconds. Call for eyes open.



	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.
	Sailor	The Sailor chooses a living player. ☺
	Xaan	Add the <b>NIGHT</b> reminder token that matches the current night. ☺ On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire. ☺ Remove it the following dusk.
	Monk	The Monk chooses a player. ☺
	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder: Mark the chosen player with the <b>FEAR</b> reminder. ☺ Declare that "The Fearmonger has chosen a player."
	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. ☺
	Vigormortis	The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺
	Godfather	If an Outsider died today, the Godfather chooses a player. ☺
	Moonchild	If the Moonchild is due to kill a good player, they die. ☺
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☺
	Empath	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. ☺
	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.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Juggler	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.