

TOWNSFOLK



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.



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.



Pixie

You start knowing 1 in-play Townsfolk.
If you were mad that you were this character, you gain their ability when they die.



Dreamer

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



Exorcist

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



Alsaahir

Once per day, if you publicly guess
which players are Minion(s) and which are Demon(s),
good wins.



Courtier

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



Seamstress

Once per game, at night,
choose 2 players (not yourself):
you learn if they are the same alignment.



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.



Butler

Each night, choose a player (not yourself):
tomorrow, you may only vote if they are voting too.



Moonchild

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



Assassin

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



Wizard

Once per game, choose to make a wish.
If granted, it might have a price &
leave a clue as to its nature.



Marionette

You think you are a good character but you are not.
The Demon knows who you are.
[You neighbor the 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.



Xaan

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



Pukka

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



Zombuul

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



Legion

Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. [Most players are Legion]

*Not the
first night

OUTSIDERS

MINIONS

DEMONS



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.



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.



Courtier

The Courtier might choose a character. ☹☹



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.



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. ☹



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.



Shugenja

Point your finger horizontally in the direction of the closest evil player.
If the two closest evil players are equidistant, point your finger horizontally in either direction.



Pixie

Show the Townsfolk character token marked **MAD**.



Dreamer

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



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Butler

The Butler chooses a player. ☹



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Courtier

The Courtier might choose a character. ☉☉



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.



Exorcist

The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon:
 Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.



Zombuul

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



Pukka

The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉



Legion

You may decide a player that dies. (Once per living Legion) ☉



Assassin

The Assassin might choose a player. ☉☉



Moonchild

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



Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:
 Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☉



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.



Choirboy

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



Dreamer

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



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☉



Butler

The Butler chooses a player. ☉



Dawn

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