

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.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Village Idiot

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



King

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



Innkeeper

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



Exorcist

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

OUTSIDERS



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Fearmonger

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

DEMONS



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Vigormortis

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



Nightwatchman

Once per game, at night, choose a player: they learn you are the Nightwatchman.



Alchemist

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



Amnesia

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



Farmer

When 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]



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Saint

If you die by execution, your team loses.



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Goblin

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



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



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.

**Djinn**

Use the Djinn's special rule. All players know what it is.



If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

**Dusk**

Start the Night Phase.

**Alchemist**

Show the **YOU ARE** token and the character token of a Minion.

**Poppy Grower**

Do not do the Minion Info and Demon Info steps. Wake the Demon, show the **THESE CHARACTERS ARE NOT IN PLAY** info token and any three good character tokens that are not in play.

**Yaggababble**

Choose a secret phrase. Wake the Yaggababble and let them know their secret phrase.

**Minion Info**

If there are 7 or more players, wake all Minions:

- Show the **THIS IS THE DEMON** token. Point to the Demon.
- Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

**Lunatic**

If there are 7 or more players, wake the Lunatic: Show the **THESE ARE YOUR MINIONS** token. Point to any players. Show the **THESE CHARACTERS ARE NOT IN PLAY** token.

Show the **YOU ARE** info token and the Demon token. Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

**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 the **THIS PLAYER IS** token and the King token, then point to the King.

**Preacher**

The Preacher chooses a player. ● If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token and the Preacher token.

**Farmonger**

The Farmonger chooses a player. ● Declare that "the Farmonger has chosen a player."

**Mezepheles**

Show the written word.

**Pixie**

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

**Amnesiac**

Run the Amnesiac's ability, if applicable.

**Shugenja**

Point clockwise or anticlockwise around the circle.

**Village Idiot**

Choose a Village Idiot to be drunk. Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.

**Nightwatchman**

The Nightwatchman might choose a player ● Put the Nightwatchman to sleep. Wake the target and show the **THIS PLAYER IS** and Nightwatchman tokens and point to the Nightwatchman.

**Ogre**

The Ogre points to a player. ●

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Poppy Grower**

If the Poppy Grower died today or tonight, wake the Minions, show the **THIS IS THE DEMON** info token and point to the Demon. Put them to sleep. Wake the Demon, show the **THESE ARE YOUR MINIONS** info token and point to the Minions. Put the Demon to sleep.

**Preacher**

The Preacher chooses a player. ● If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token and the Preacher token.

**Innkeeper**

The Innkeeper chooses 2 players. ● ● ●

**Fearmonger**

The Fearmonger chooses a player. ● If the player wasn't already marked with the **FEAR** reminder, declare that "the Fearmonger has chosen a player."

**Mezepheles**

If a player is marked with the **TURNS EVIL** reminder, wake them. Show the **YOU ARE** info token and a thumbs down. The Mezepheles loses their ability. ●

**Lunatic**

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).

**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.

**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 **YOU ARE** and Fang Gu tokens & give a thumbs-down. ●

**Vigormortis**

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

**Al-Hadikhia**

The Al-Hadikhia chooses three players. ● ● ● Wake the player marked **1** and say "the Al-Hadikhia has chosen", then the player's name, then "Do you choose to live?" They either nod or shake their head. Put them to sleep and add or remove shrouds accordingly. Repeat for players marked **2** and **3**. If all three players are now alive, add a shroud to all three.

**Yaggababble**

For each time the Yaggababble said the phrase today, you may choose a player. They die. ●

**Choirboy**

If the Demon killed the King, point to the Demon player.

**Amnesiac**

Run the Amnesiac's ability, if applicable.

**Farmer**

If the Farmer died tonight, wake an alive good player. Show them the **YOU ARE** info token and a Farmer character token. Replace their previous token with the Farmer token.

**Village Idiot**

Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.

**King**

If the dead equal or outnumber the living, show the character token of an alive player.

**Nightwatchman**

The Nightwatchman might choose a player ● Put the Nightwatchman to sleep. Wake the target and show the **THIS PLAYER IS** and Nightwatchman tokens and point to the Nightwatchman.

**Dawn**

Wait for a few seconds. End the Night Phase.