

TOWNSFOLK



Bounty Hunter

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Empath

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



Mathematician

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



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Town Crier

Each night*, you learn if a Minion nominated today.



Undertaker

Each night*, you learn which character died by execution today.



Alchemist

You have a not-in-play Minion ability.



Poppy Grower

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



Tea Lady

If both your alive neighbours are good, they can't die.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



Drunk

You do not know you are the Drunk. You think you are a Townsfolk 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.



Snitch

Minions start knowing 3 not-in-play characters.

MINION



Goblin

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



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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.



Poisoner

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

DEMON



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Pukka

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



Vigormortis

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

Quick Reference

Extraordinary Measures — by Pinual

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Alchemist
- 5  Poppy Grower
- 6  Snitch
- 7  Sailor
- 8  Leech
- 9  Poisoner
- 10  Godfather
- 11  Pukka
- 12  Empath
- 13  Clockmaker
- 14  Balloonist
- 15  Bounty Hunter
- 16  Mathematician
- 17  D Dawn

FABLED, JINXES & LORIC

-  **Alchemist & Organ Grinder**
If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.
-  **Mathematician & Drunk**
The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.
- RECOMMENDED TRAVELLERS**
-  **Apprentice**
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).
-  **Voodoo**
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.
-  **Bone Collector**
Once per game, at night, choose a dead player: they regain their ability until dusk.
-  **Judge**
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Sailor
- 4  Poisoner
- 5  Gambler
- 6  Pukka
- 7  Vigormortis
- 8  Al-Hadikhia
- 9  Leech
- 10  Godfather
- 11  Empath
- 12  Undertaker
- 13  Town Crier
- 14  Balloonist
- 15  Bounty Hunter
- 16  Mathematician
- 17  D Dawn

PLAYER COUNT

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

First Night

Extraorganary Measures — by Pinual

1		Dusk Start the Night Phase.
2		Minion Info If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3		Demon Info If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4		Alchemist Show the Alchemist a not-in-play Minion token
5		Poppy Grower Do not inform the Demon/Minions who each other are
6		Snitch After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
7		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
8		Lleech The Lleech points to a player. Place the Poisoned reminder token.
9		Poisoner The Poisoner points to a player. That player is poisoned.
10		Godfather Show each of the Outsider tokens in play.
11		Pukka The Pukka points to a player. That player is poisoned.
12		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
14		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
15		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
16		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Extraorganary Measures — by Pinual

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
4		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
6		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
7		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
8		Al-Hadikhia The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
9		Lleech The Lleech points to a player. That player dies.
10		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
11		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
12		Undertaker If a player was executed today: Show that player's character token.
13		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
14		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
15		Bounty Hunter If the known evil player has died, point to another evil player.
16		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
17		Dawn Wait for a few seconds. End the Night Phase.