

# TOWNFOLK



## Chef

You start knowing how many pairs of evil players there are.



## Oracle

Each night\*, you learn how many dead players are evil.



## Empath

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



## Innkeeper

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



## Gambler

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



## Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



## Mathematician

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



## 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.



## Exorcist

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



## Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



## Soldier

You are safe from the Demon.



## Fool

The first time you die, you don't.



## Magician

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



## Butler

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



## Tinker

You might die at any time.



## Golem

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



## Moonchild

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



## Godfather

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



## Assassin

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



## Summoner

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



## Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



## Imp

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



## Ojo

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



## Pukka

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

\*Not the first night

# OUTSIDERS

# MINIONS

# DEMONS





**Summoner**

Place the **NIGHT 1** reminder. ☹  
Show the Summoner 3 not-in-play characters as bluffs.



**Dusk**

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



**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ☹



**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.



**Godfather**

Show the character tokens of all in-play Outsiders.



**Pukka**

The Pukka chooses a player. ☹



**Chef**

Give a finger signal.



**Empath**

Give a finger signal.



**Fortune Teller**

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



**Butler**

The Butler chooses a player. ☹



**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.



**Mathematician**

Give a finger signal.



**Dawn**

Wait a few seconds. Call for eyes open.





Dusk

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



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



Summoner

On the third night, 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.



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



Gambler

The Gambler chooses a player &amp; a character. ☹



Summoner

On the third night, 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.



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.



Pukka

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



Imp

The Imp chooses a player. ☹ If the Imp chose themselves:  
 Replace 1 alive Minion token with a spare Imp token.  
 Put the old Imp to sleep. Wake the new Imp.  
 Show the **YOU ARE** token, then show the Imp token.



Ojo

The Ojo points to a role. If a player has that role, they die. ☹  
 If the role is out of play, the Storyteller chooses any number of players that die. ☹



Godfather

If an Outsider died today, the Godfather chooses a player. ☹



Assassin

The Assassin might choose a player. ☹☹



Tinker

The Tinker might die. ☹



Moonchild

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



Empath

Give a finger signal.



Fortune Teller

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

Oracle

Give a finger signal.



Butler

The Butler chooses a player. ☹



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Mathematician

Give a finger signal.



Dawn

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