

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Investigator

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



## Clockmaker

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



## Grandmother

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



## Undertaker

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



## Innkeeper

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



## Balloonist

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



## 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.



## Cult Leader

Each night, you become the alignment of an alive neighbor.  
If all good players choose to join your cult, your team wins.



## Slayer

Once per game, during the day,  
publicly choose a player:  
if they are the Demon, they die.



## Soldier

You are safe  
from the Demon.



## Sage

If the Demon kills you,  
you learn that it is 1 of 2 players.



## Pacifist

Executed good players  
might not die.



## Lunatic

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



## Damsel

All Minions know you are in play.  
If a Minion publicly guesses you (once),  
your team loses.



## Snitch

Each Minion  
gets 3 bluffs.



## Puzzlemaster

1 player is drunk, even if you die.  
If you guess (once) who it is, learn the Demon player,  
but guess wrong & get false info.



## Godfather

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



## Cerenovus

Each night, choose a player & a good character:  
they are "mad" they are this character tomorrow,  
or might be executed.



## Widow

On your 1st night, look at the Grimoire  
& choose a player: they are poisoned.  
1 good player knows a Widow is in play.



## Mastermind

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



## Po

Each night\*, you may choose a player: they die.  
If your last choice was no-one,  
choose 3 players tonight.



## Vortex

Each night\*, choose a player: they die.  
Townfolk abilities yield false info.  
Each day, if no-one is executed, evil wins.



## Lil' Monsta

Each night, Minions choose  
who babysits Lil' Monsta & 'is the Demon'.  
Each night\*, a player might die. [+1 Minion]



## Riot

On day 3, Minions become Riot  
& nominees die but nominate an alive player immediately.  
This must happen.

\*Not the  
first night

# OUTSIDERS

# MINIONS

# DEMONS





Dusk

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



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:  
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹



Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



Snitch

Repeat the following process for each Minion:  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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 3 good character tokens.  
Put the Lunatic to sleep. Wake the Demon.  
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.



Widow

Show the Grimoire for as long as the Widow needs.  
The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.  
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



Godfather

Show the character tokens of all in-play Outsiders.



Cerenovus

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



Steward

Point to the player marked **KNOW**. ☹



Investigator

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



Clockmaker

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Balloonist

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



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
Put the Cult Leader back to sleep.  
Turn the Cult Leader token upside-down. (This shows their alignment.)



Fortune Teller

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



Damsel

Wake each Minion. Show the Damsel token.



Dawn

Wait a few seconds. Call for eyes open.



**Dusk**

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

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Cerenovus**The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token**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).**Lil' Monsta**The minions pick a player. Put them back to sleep, and then:  
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹  
Place the **DEAD** token beside any living player. ☹**Po**

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☹ or ☹☹☹\*

**Vortex**

The Vortex chooses a player. ☹

**Godfather**

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

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☹

**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. ☹**Cult Leader**The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
Put the Cult Leader back to sleep.  
Turn the Cult Leader token upside-down. (This shows their alignment.)**Fortune Teller**The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).**Undertaker**

If a player was executed today, show their character token.

**Dawn**

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