

# TOWNSFOLK



## Steward

You start knowing 1 good player.



## Investigator

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



## 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.



## Innkeeper

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



## Dreamer

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



## 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.



## Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



## Sage

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



## Pacifist

Executed good players might not die.

# OUTSIDERS



## Lunatic

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



## Sweetheart

When you die, 1 player is drunk from now on.



## Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



## Mutant

If you are "mad" about being an Outsider, you might be executed.

# MINIONS



## 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. Townsfolk 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]



## Lord Of Typhon

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

\*Not the first night

# DEMONS





## Dusk

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



## Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



## Minion Info

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



## 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.



## 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. ☹



## 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.



## Pixie

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



## Investigator

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



## Fortune Teller

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



## Dreamer

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



## Steward

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



## 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.



## 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.)



## Dawn

Wait a few seconds. Call for eyes open.





Dusk

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



Cannibal

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.



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. ☹

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 &amp; point to them, then their target(s).



Po

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



Vortex

The Vortex chooses a player. ☹



Lord Of Typhon

The Lord of Typhon chooses a player. ☹



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. ☹

Godfather

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



Hatter

If the Hatter died, wake the Minions and Demon: Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder. Change each player to the character they chose.

Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹



Sage

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



Fortune Teller

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

Dreamer

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



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.)

Dawn

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