

# TOWNSFOLK



## 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.



## Empath

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



## Dreamer

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



## Cult Leader

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



## 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.



## Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



## Soldier

You are safe from the Demon.



## Farmer

If you die at night, an alive good player becomes a Farmer.



## Sage

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



## Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



## Fool

The first time you die, you don't.



## Butler

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



## Lunatic

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



## Saint

If you die by execution, your team loses.



## Damsel

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

# OUTSIDERS



## Goblin

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



## Mastermind

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



## Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



## Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

# MINIONS



## Shabaloth

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



## 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]



## Lleech

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

# DEMONS

\*Not the first night





## Philosopher

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



## Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.



## 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.



## 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. ☉



## 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.



## Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☉



## Investigator

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



## 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.



## Empath

Give a finger signal.



## Dreamer

The Dreamer points to a player. Show 1 good & 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.)



## Huntsman

If the Huntsman points to a player:

Put them to sleep. Mark them with the **NO ABILITY** token. ☉

If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.

Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



## Butler

The Butler chooses a player. ☉



## Damsel

Wake each Minion. Show the Damsel token.



## Dawn

Wait a few seconds. Call for eyes open.



## Vizier

Declare that the Vizier is in play, and which player it is.





## Dusk

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



## Philosopher

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



## 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.



## 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. ☺



## Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☺



## Lord Of Typhon

The Lord of Typhon chooses a player. ☺



## Farmer

If the Farmer died tonight:  
Wake an alive good player.  
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.  
Replace their previous character token with a Farmer character token.



## Sage

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



## Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☺  
Publicly announce that the Banshee died.



## Empath

Give a finger signal.



## Dreamer

The Dreamer points to a player. Show 1 good & 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.)



## Huntsman

If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☺  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



## Butler

The Butler chooses a player. ☺



## Dawn

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