

# TOWNSFOLK



## Grandmother

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



## 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.



## Sailor

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



## Chambermaid

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



## Exorcist

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



## Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



## Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



## Professor

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.



## Tea Lady

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



## Fool

The first time you die, you don't.



## Poppy Grower

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



## Pacifist

Executed good players might not die.



## Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



## Lunatic

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



## Tinker

You might die at any time.



## Moonchild

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



## Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



## Assassin

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



## Mastermind

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



## Baron

There are extra Outsiders in play. [+2 Outsiders]



## Shabalothe

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



## Pukka

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



## Lil' Monsta

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



## Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

\*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. ☹



## Poppy Grower

Wake the Demon.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info.



## 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.



## Sailor

The Sailor chooses a living player. ☹



## Courtier

The Courtier might choose a character. ☹☹



## Devil's Advocate

The Devil's Advocate chooses a living player. ☹



## Pukka

The Pukka chooses a player. ☹



## Grandmother

Point to the grandchild player & show their character token.



## Chambermaid

The Chambermaid chooses 2 living players. 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.



Poppy Grower

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

Sailor

The Sailor chooses a living player. ☉



Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



Courtier

The Courtier might choose a character. ☉☉



Gambler

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



Devil's Advocate

The Devil's Advocate chooses a living player. ☉



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



Zombuul

If no one died today, the Zombuul chooses a player. ☉



Pukka

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



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. ☉

Assassin

The Assassin might choose a player. ☉☉



Professor

The Professor might choose a dead player. ☉☉



Tinker

The Tinker might die. ☉



Moonchild

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



Grandmother

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



Chambermaid

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



Dawn

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