

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Grandmother

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



## Librarian

You start knowing that 1 of 2 players  
is a particular Outsider. (Or that zero are in play.)



## Flowergirl

Each night\*, you learn  
if a Demon voted today.



## High Priestess

Each night, learn which player  
the Storyteller believes you should talk to most.



## Innkeeper

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



## Savant

Each day, you may visit the Storyteller  
to learn two things in private:  
1 is true & 1 is false.



## Nightwatchman

Once per game, at night, choose a player:  
they learn you are the Nightwatchman.



## Courtier

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



## Slayer

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



## Fisherman

Once per game, during the day,  
visit the Storyteller for some advice  
to help your team win.



## Soldier

You are safe  
from the Demon.



## Farmer

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

# OUTSIDERS



## Ogre

On your 1st night, choose a player (not yourself):  
you become their alignment (you don't know which)  
even if drunk or poisoned.



## Sweetheart

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



## Politician

If you were the player most responsible for your team losing,  
you change alignment & win,  
even if dead.



## 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.

# MINIONS



## Mezepheles

You start knowing a secret word.  
The 1st good player to say this word  
becomes evil that night.



## 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.



## Boffin

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



## No Dashii

Each night\*, choose a player: they die.  
Your 2 Townsfolk neighbours are poisoned.



## Shabaloth

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



## Imp

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



## Lil' Monsta

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

# DEMONS

\*Not the  
first night





## Dusk

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



## 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.



## 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.



## 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.



## Courtier

The Courtier might choose a character. ☹☹



## 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. ☹



## 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.



## Mezepheles

Show a single word on a piece of paper, phone, or other device.



## Steward

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



## Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



## Grandmother

Point to the grandchild player & show their character token.



## High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



## Nightwatchman

If the Nightwatchman points at a player:

Put the Nightwatchman to sleep.

Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.

Point to the Nightwatchman player. Put the chosen player back to sleep.

Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



## Ogre

The Ogre points to a player:

If the player is evil, flip the Ogre's token upside down.



## Dawn

Wait a few seconds. Call for eyes open.





## Dusk

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



## Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



## Courtier

The Courtier might choose a character. ☉☉



## 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.



## Mezepheles

If a player is marked with the **TURNS EVIL** reminder:  
Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.  
Turn their character token upside down. (This shows they are now evil.)  
Mark the Mezepheles with the **NO ABILITY** reminder. ☉



## 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. ☉



## No Dashii

The No Dashii chooses a player. ☉



## 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.



## Sweetheart

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



## 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.



## Grandmother

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



## High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



## Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉



## Dawn

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