

TOWNSFOLK



Steward

You start knowing
1 good player.



Investigator

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



Grandmother

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



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.



Artist

Once per game, during the day,
privately ask the Storyteller any yes/no question.



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.



Farmer

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



Ogre

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



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.



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.



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.



Imp

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



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]

*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.



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.



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.



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.



Steward

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



Investigator

Show the Minion character token. Point to both the **MINION** 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.