

# TOWNSFOLK



## Noble

You start knowing 3 players, 1 and only 1 of which is evil.



## Investigator

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



## Oracle

Each night\*, you learn how many dead players are evil.



## Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



## Acrobat

Each night\*, choose a player: if they are drunk or poisoned, you die.



## Chambermaid

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



## 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.



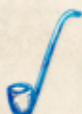
## Savant

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



## Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



## Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



## Fisherman

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



## Sage

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



## Sweetheart

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



## Plague Doctor

If you die, the Storyteller gains a Minion ability.



## Moonchild

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



## Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



## Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



## Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



## Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



## Boffin

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



## Zombuul

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



## Leviathan

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.



## Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



## Riot

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

\*Not the first night

# OUTSIDERS

# MINIONS

# DEMONS



**Summoner**

Place the **NIGHT 1** reminder. ☉  
Show the Summoner 3 not-in-play characters as bluffs.



**Dusk**

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



**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.



**Minion Info**

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



**Summoner**

Place the **NIGHT 1** reminder. ☉  
Show the Summoner 3 not-in-play characters as bluffs.



**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.



**Witch**

The Witch chooses a player. ☉



**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.



**Leviathan**

Mark the Leviathan with the **DAY 1** reminder. ☉



**Noble**

Point to all three players marked **KNOW**.



**Investigator**

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



**Dreamer**

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



**Fortune Teller**

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



**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ☉



**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.



Philosopher

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



Summoner

On the third night, wake the Summoner:

They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.

Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.Show the **YOU ARE** info token, then give a thumbs down.

Replace their character token with the Demon token and put the new Demon to sleep.



Gambler

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



Witch

The Witch chooses a player. ☹



Cerenovus

The Cerenovus chooses a player &amp; 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

Summoner

On the third night, wake the Summoner:

They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.

Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.Show the **YOU ARE** info token, then give a thumbs down.

Replace their character token with the Demon token and put the new Demon to sleep.



Zombuul

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



Vigormortis

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹



Leviathan

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☹

Acrobat

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☹

Sweetheart

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



Plague Doctor

If the Plague Doctor died, place a Minion character token in the center of the Grimoire.

Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

Barber

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokensIf the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

Moonchild

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



Sage

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



Dreamer

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



Fortune Teller

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

Oracle

Give a finger signal.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



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.