

# TOWNSFOLK



## Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



## Flowergirl

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



## Town Crier

Each night\*, you learn if a Minion nominated today.



## Oracle

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



## Balloonist

Each night, you learn a player of a different character type than last night.  
[+0 or +1 Outsider]



## Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



## Dreamer

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



## 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.



## Artist

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



## Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



## Sage

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



## Tinker

You might die at any time.



## Sweetheart

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



## Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



## Barber

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



## Cerenovus

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



## Pit-Hag

Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



## Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



## Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



## No Dashii

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



## Zombuul

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



## Imp

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



## Vortex

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

# OUTSIDERS

# MINIONS

# DEMONS

\*Not the first night





## Dusk

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



## Philosopher

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



## 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.



## Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:  
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
Put the old Snake Charmer to sleep. Wake the old Demon.  
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☹



## Evil Twin

Wake both twins. Allow eye contact.  
Show the good twin's character token to the Evil Twin & vice versa.



## 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



## Fearmonger

The Fearmonger picks a player:  
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



## Clockmaker

Give a finger signal.



## Dreamer

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



## Seamstress

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



## Balloonist

Point to a player (alive or dead).  
Place the SEEN token next to the shown player. ☹



## Dawn

Wait a few seconds. Call for eyes open.





## Dusk

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



## Philosopher

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



## Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:  
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
Put the old Snake Charmer to sleep. Wake the old Demon.  
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☹



## 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



## Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:  
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



## Fearmonger

The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:  
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen 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.



## Zombuul

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



## No Dashii

The No Dashii chooses a player. ☹



## Vortex

The Vortex chooses a player. ☹



## Barber

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



## Sweetheart

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



## Sage

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



## Tinker

The Tinker might die. ☹



## Dreamer

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



## Flowergirl

Either nod or shake your head.



## Town Crier

Either nod or shake your head.



## Oracle

Give a finger signal.



## Seamstress

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



## Juggler

Give a finger signal.



## Balloonist

Point to a player (alive or dead) with a different role type from the player with the SEEN token.  
Place the SEEN token next to the shown player. ☹



## Dawn

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