

# TOWNSFOLK



## 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.



## Innkeeper

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



## Chambermaid

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



## Village Idiot

Each night, choose a player: you learn their alignment.  
[+0 to +2 Village Idiots. 1 of the extras is drunk]



## Gossip

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



## Savant

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



## Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



## Philosopher

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



## Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



## Soldier

You are safe from the Demon.



## Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



## Poppy Grower

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



## Mutant

If you are "mad" about being an Outsider, you might be executed.



## Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

# OUTSIDERS



## Sweetheart

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



## Plague Doctor

If you die, the Storyteller gains a Minion ability.

# MINIONS



## Mezephales

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.



## Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



## Mastermind

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

# DEMONS



## No Dashii

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



## Pukka

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



## Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



## Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

\*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. ☹

**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 steps.

**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.

**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.

**Pukka**

The Pukka chooses a player. ☹

**Huntsman**

If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☹  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

**Investigator**

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

**Grandmother**

Point to the grandchild player & show their character token.

**Village Idiot**

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

**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 & Fabled act.



## Philosopher

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



## 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.



## Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



## 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. ☹



## Legion

You may decide a player that dies. (Once per living Legion) ☹



## Pukka

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



## Fang Gu

The Fang Gu chooses a player. ☹ If they chose an Outsider (once only):  
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.  
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☹



## No Dashii

The No Dashii chooses a player. ☹



## Gossip

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



## 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.



## Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹  
Publicly announce that the Banshee died.



## Huntsman

If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☹  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



## Grandmother

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



## Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



## Chambermaid

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



## Dawn

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