

# TOWNSFOLK



## Knight

You start knowing 2 players that are not the Demon.



## Investigator

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



## Clockmaker

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



## Librarian

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



## Empath

Each night, you learn how many of your 2 alive neighbours are evil.



## 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.



## Dreamer

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



## 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.



## Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



## Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



## Tea Lady

If both your alive neighbors are good, they can't die.



## Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



## Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



## Klutz

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



## Politician

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



## 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.



## Mastermind

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



## Baron

There are extra Outsiders in play. [+2 Outsiders]



## Ojo

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



## Leech

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



## Po

Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



## Leviathan

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

\*Not the first night

# OUTSIDERS

# MINIONS

# DEMONS





## Dusk

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



## 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.



## Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



## 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.



## Librarian

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



## Investigator

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



## Empath

Give a finger signal.



## Butler

The Butler chooses 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.



## Knight

Point to the two players marked **KNOW**. ☹☹



## High Priestess

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



## Dawn

Wait a few seconds. Call for eyes open.



## Leviathan

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



**Dusk**

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

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**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

**Po**

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☹ or ☹☹☹\*

**Ojo**

The Ojo points to a role. If a player has that role, they die. ☹  
If the role is out of play, the Storyteller chooses any number of players that die. ☹

**Lleech**

The Lleech chooses a player. Mark them with the **DEAD** token. ☹

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Empath**

Give a finger signal.

**Dreamer**

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

**Butler**

The Butler chooses a player. ☹

**High Priestess**

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

**Dawn**

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

**Leviathan**

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