

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Empath

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



## Dreamer

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



## Cult Leader

Each night, you become the alignment of an alive neighbor.  
If all good players choose to join your cult, your team wins.



## Exorcist

Each night\*, choose a player (different to last night):  
the Demon, if chosen, learns who you are  
then doesn't wake tonight.



## Courtier

Once per game, at night, choose a character:  
they are drunk for 3 nights & 3 days.



## Philosopher

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



## 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.



## Choirboy

If the Demon kills the King,  
you learn which player is the Demon.  
[+ the King]



## Virgin

The 1st time you are nominated,  
if the nominator is a Townsfolk,  
they are executed immediately.



## Atheist

The Storyteller can break the game rules,  
and if executed, good wins, even if you are dead.  
[No evil characters]

# OUTSIDERS



## Lunatic

You think you are a Demon, but you are not.  
The Demon knows who you are  
& who you choose at night.



## Plague Doctor

If you die,  
the Storyteller gains a Minion ability.



## Saint

If you die by execution,  
your team loses.



## Politician

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

# MINIONS



## 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]



## Organ Grinder

All players keep their eyes closed when voting  
and the vote tally is secret.  
Each night, choose if you are drunk until dusk.



## Boffin

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



## Po

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



## Lil' Monsta

Each night, Minions choose  
who babysits Lil' Monsta & 'is the Demon'.  
Each night\*, a player might die. [+1 Minion]



## Zombuul

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



## Lleeche

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

\*Not the  
first night

# DEMONS



**Dusk**

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

**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.

**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.

**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.

**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.

**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. ☉

**Lleech**

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

**Courtier**

The Courtier might choose a character. ☉☉

**Organ Grinder**

The Organ Grinder either nods or shakes their head:

If they nod their head, mark them with the **DRUNK** reminder. ☉

If they shake their head, remove their **DRUNK** 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

**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.

**Steward**

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

**Cult Leader**

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:

Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).

Put the Cult Leader back to sleep.

Turn the Cult Leader token upside-down. (This shows their alignment.)

**Dawn**

Wait a few seconds. Call for eyes open.





Dusk

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



Cannibal

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



Philosopher

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



Courtier

The Courtier might choose a character. ☉☉



Organ Grinder

The Organ Grinder either nods or shakes their head:  
 If they nod their head, mark them with the **DRUNK** reminder. ☉  
 If they shake their head, remove their **DRUNK** 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



Summoner

On night two, place the **NIGHT 2** reminder. ☉  
 On night three, place the **NIGHT 3** reminder ☉ and 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.



Lunatic

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).



Exorcist

The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.



Zombuul

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



Po

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



Lleech

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

Lil' Monsta

The minions pick a player. Put them back to sleep, and then:  
 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. ☉  
 Place the **DEAD** token beside any living player. ☉



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.



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



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 &amp; 1 evil character token, 1 of which is their character.



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)



Dawn

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