

# TOWNSFOLK



## Chef

You start knowing how many pairs of evil players there are.



## Investigator

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



## Flowergirl

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



## Undertaker

Each night\*, you learn which character died by execution today.



## Acrobat

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



## 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.

# OUTSIDERS



## 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.



## Heretic

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

# MINIONS



## 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.



## Pit-Hag

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



## Boomdandy

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.



## No Dashii

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



## Vortex

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



## Imp

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



## Lleech

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

# 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.

**Lleech**

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

**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

**Investigator**

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

**Chef**

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. ☹

**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. ☉                                                                                                                                                                                                                   |
|  | Acrobat       | The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ☉                                                                                                                                                                                              |
|  | Snake Charmer | The Snake Charmer chooses a player. If they chose the Demon:<br>Show the <b>YOU ARE</b> & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.<br>Put the old Snake Charmer to sleep. Wake the old Demon.<br>Show the <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ☉ |
|  | Witch         | The Witch chooses a player. ☉                                                                                                                                                                                                                                                                           |
|  | Cerenovus     | The Cerenovus chooses a player & a character. ☉ Put the Cerenovus to sleep. Wake the target.<br>Show the <b>THIS CHARACTER SELECTED YOU</b> 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:<br>Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.                                                                                                     |
|  | Imp           | The Imp chooses a player. ☉ If the Imp chose themselves:<br>Replace 1 alive Minion token with a spare Imp token.<br>Put the old Imp to sleep. Wake the new Imp.<br>Show the <b>YOU ARE</b> token, then show the Imp token.                                                                              |
|  | No Dashii     | The No Dashii chooses a player. ☉                                                                                                                                                                                                                                                                       |
|  | Vortex        | The Vortex chooses a player. ☉                                                                                                                                                                                                                                                                          |
|  | Lleech        | The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☉                                                                                                                                                                                                                                    |
|  | Barber        | If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> & Barber tokens<br>If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> 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.                                                                                                                                                                                                            |
|  | Undertaker    | If a player was executed today, show their character token.                                                                                                                                                                                                                                             |
|  | 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.                                                                                                                                                                                                                                                                          |
|  | Seamstress    | The Seamstress might choose 2 players. Nod or shake your head. ☉                                                                                                                                                                                                                                        |
|  | Juggler       | Give a finger signal.                                                                                                                                                                                                                                                                                   |
|  | Dawn          | Wait a few seconds. Call for eyes open & immediately say who died.                                                                                                                                                                                                                                      |