

## TOWNSFOLK



### Grandmother

You start knowing a good player & their character.  
If the Demon kills them, you die too.



### Empath

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



### Gambler

Each night\*, choose a player & guess their character:  
if you guess wrong, you die.



### Monk

Each night\*, choose a player (not yourself):  
they are safe from the Demon tonight.



### Preacher

Each night, choose a player:  
a Minion, if chosen, learns this.  
All chosen Minions have no ability.



### Chambermaid

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



### Fortune Teller

Each night, choose 2 players:  
you learn if either is a Demon.  
There is a good player that registers as a Demon to you.



### Gossip

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



### Courtier

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



### Professor

Once per game, at night\*, choose a dead player:  
if they are a Townsfolk, they are resurrected.



### Fisherman

Once per game, during the day,  
visit the Storyteller for some advice  
to help your team win.



### Fool

The first time you die,  
you don't.



### Pacifist

Executed good players  
might not die.



### Tinker

You might die  
at any time.



### Sweetheart

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



### Mutant

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



### Politician

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



### Mezepheles

You start knowing a secret word.  
The 1st good player to say this word  
becomes evil that night.



### Harpy

Each night, choose 2 players:  
tomorrow, the 1st player is mad that the 2nd is evil,  
or one or both might die.



### Baron

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



### Boffin

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



### Shabalothe

Each night\*, choose 2 players: they die.  
A dead player you chose last night might be  
regurgitated.



### Ojo

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



### Lil' Monsta

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



### Vigormortis

Each night\*, choose a player: they die.  
Minions you kill keep their ability & poison 1  
Townsfolk neighbor. [-1 Outsider]

\*Not the  
first night

## OUTSIDERS

## MINIONS

## DEMONS





**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.



**Dusk**

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



**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. ☹



**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.



**Preacher**

The Preacher chooses a player. If they choose a Minion:

Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.

Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



**Courtier**

The Courtier might choose a character. ☹☹



**Harpy**

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.

Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



**Mezephheles**

Show a single word on a piece of paper, phone, or other device.



**Grandmother**

Point to the grandchild player & show their character token.



**Empath**

Give a finger signal.



**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



**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.



## Preacher

The Preacher chooses a player. If they choose a Minion:  
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



## Courtier

The Courtier might choose a character. ☹☹



## Monk

The Monk chooses a player. ☹



## Gambler

The Gambler chooses a player & a character. ☹



## Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



## Mezephales

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 Mezephales with the **NO ABILITY** reminder. ☹



## 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. ☹



## Vigormortis

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹



## 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. ☹



## Professor

The Professor might choose a dead player. ☹☹



## Tinker

The Tinker might die. ☹



## Sweetheart

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



## Grandmother

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



## Empath

Give a finger signal.



## Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



## Chambermaid

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



## Dawn

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