

# TOWNSFOLK



## Steward

You start knowing 1 good player.



## Knight

You start knowing 2 players that are not the Demon.



## Noble

You start knowing 3 players, 1 and only 1 of which is evil.



## Town Crier

Each night\*, you learn if a Minion nominated today.



## Empath

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



## Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



## King

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



## Exorcist

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



## 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.



## Tea Lady

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



## Fool

The first time you die, you don't.



## 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.



## Saint

If you die by execution, your team loses.



## Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



## Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



## 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.



## Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



## Baron

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



## Lil' Monsta

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



## Legion

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



## 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.



## 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.



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. ☺



Courtier

The Courtier might choose a character. ☺☺



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.



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. ☺



Lleech

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



Legion

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



Leviathan

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



Godfather

If an Outsider died today, the Godfather chooses a player. ☺



Empath

Give a finger signal.



King

If the number of dead players is equal to or exceeds the number of alive players:  
 Wake the King. Show one alive character token. Put the King to sleep.



Town Crier

Either nod or shake your head.



Butler

The Butler chooses a player. ☺



Dawn

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