

# TOWNSFOLK



## Chef

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



## Noble

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



## Undertaker

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



## Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



## Gambler

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



## Acrobat

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



## Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



## King

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



## Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



## Cannibal

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



## Choirboy

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



## Fool

The first time you die, you don't.



## Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



## 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.



## Sweetheart

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



## Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



## Godfather

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



## Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



## Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



## Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]



## No Dashii

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



## Imp

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



## Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



## 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.

# OUTSIDERS

# MINIONS

# DEMONS

\*Not the first night



**Dusk**

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

**Magician**

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.  
Put the Minions to sleep. Wake the Demon.  
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**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.

**King**

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.

**Sailor**

The Sailor chooses a living player. ☺

**Marionette**

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.  
Put the Demon to sleep.

**Lleech**

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

**Godfather**

Show the character tokens of all in-play Outsiders.

**Devil's Advocate**

The Devil's Advocate chooses a living 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

**Chef**

Give a finger signal.

**Butler**

The Butler chooses a player. ☹

**Noble**

Point to all three players marked **KNOW**.

**Dawn**

Wait a few seconds. Call for eyes open.



	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.
	Sailor	The Sailor chooses a living player. ☺
	Innkeeper	The Innkeeper chooses 2 players. ☺☺☺
	Gambler	The Gambler chooses a player & a character. ☺
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ☺
	Devil's Advocate	The Devil's Advocate chooses a living player. ☺
	Cerenovus	The Cerenovus chooses a player & a character. ☺ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	Imp	The Imp chooses a player. ☺ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the <b>YOU ARE</b> token, then show the Imp token.
	Fang Gu	The Fang Gu chooses a player. ☺ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☺
	No Dashii	The No Dashii chooses a player. ☺
	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☺
	Godfather	If an Outsider died today, the Godfather chooses a player. ☺
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Moonchild	If the Moonchild is due to kill a good player, they die. ☺
	Undertaker	If a player was executed today, show their character token.
	Juggler	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.
	Butler	The Butler chooses a player. ☺
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.