

# TOWNSFOLK



## Chef

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



## Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



## 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.



## Dreamer

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



## King

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



## Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



## Sage

If the Demon kills you, you learn that it is 1 of 2 players.



## Choirboy

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



## Tea Lady

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



## Magician

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



## Pacifist

Executed good players might not die.



## 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.



## Moonchild

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



## Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



## 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.



## Pit-Hag

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



## Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



## No Dashii

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



## Ojo

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



## Kazali

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



## 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.

\*Not the first night

# OUTSIDERS

# MINIONS

# DEMONS

**Dusk**

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

**Pixie**If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☉**Xaan**Add the **NIGHT** reminder token that matches the current night. ☉  
On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Gambler**

The Gambler chooses a player &amp; a character. ☉

**Acrobat**The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** 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 **THIS CHARACTER SELECTED YOU** 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: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.**No Dashii**

The No Dashii chooses a player. ☉

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

The Kazali chooses a player. ☉

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Choirboy**

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

**Huntsman**If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☉  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.**Moonchild**

If the Moonchild is due to kill a good player, they die. ☉

**Dreamer**

The Dreamer points to a player. Show 1 good &amp; 1 evil character token, 1 of which is their character.

**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 &amp; immediately say who died.