

TOWNSFOLK



Steward

You start knowing
1 good player.



Empath

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



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.



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.



Alsaahir

Once per day, if you publicly guess
which players are Minion(s) and which are Demon(s),
good wins.



Philosopher

Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.



Juggler

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



Soldier

You are safe
from the Demon.



Alchemist

You have a Minion ability.
When using this,
the Storyteller may prompt you to choose differently.



Choirboy

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



Mayor

If only 3 players live & no execution occurs,
your team wins.
If you die at night, another player might die instead.



Virgin

The 1st time you are nominated,
if the nominator is a Townsfolk,
they are executed immediately.

OUTSIDERS



Ogre

On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.



Drunk

You do not know you are the Drunk.
You think you are a Townsfolk character,
but you are not.



Klutz

When you learn that you died, publicly choose
1 alive player: if they are evil, your team loses.



Mutant

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

MINIONS



Psychopath

Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.



Evil Twin

You & an opposing player know each other.
If the good player is executed, evil wins.
Good can't win if you both live.



Scarlet Woman

If there are 5 or more players alive
& the Demon dies, you become the Demon.
(Travellers don't count)



Baron

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



Yaggababble

You start knowing a secret phrase.
For each time you said it publicly today,
a player might die.



No Dashii

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



Al-Hadikhia

Each night*, you may choose 3 players (all players learn who):
each silently chooses to live or die,
but if all live, all die.



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.

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. ☺



Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. ☹ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).



Yaggababble

Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.



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.



Lleech

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



Evil Twin

Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.



Empath

Give a finger signal.



Fortune Teller

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



Steward

Point to the player marked **KNOW**. ☹



Ogre

The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.



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. ☹

**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.

**Monk**

The Monk chooses a player. ☹

**Scarlet Woman**

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

**No Dashii**

The No Dashii chooses a player. ☹

**Al-Hadikhia**

The Al-Hadikhia points at three players:
Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
If all three are alive (none have a shroud), add a shroud to all three.

**Lleech**

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

**Yaggababble**

For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ☹

**Choirboy**

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

**Empath**

Give a finger signal.

**Fortune Teller**

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

**Juggler**

Give a finger signal.

**Dawn**

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