

# TOWNSFOLK



**Whisperer**  
You start knowing if your closest evil player is a character or anti-character.  
If equipped, this role is arbitrary.



**Town Crier**  
Each night, you learn if a Mission nominated today.



**Oracle**  
Each night, you learn how many dead players are out.



**Empath**  
Each night, you learn how many of your 2 alive neighbours are out.



**Seer**  
Each night, choose an alive player either you or they are drunk until dawn. You learn who.



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



**Snake Charmer**  
Each night, choose an alive player a chosen Demon snake characters & alignments with you & is then poisoned.



**Detective**  
Each night, choose a player (not yourself or Townsfolk) you learn 2 good and 1 evil character, 1 of which is correct.



**Narrator**  
Each day, you may visit the Storybook to learn two things in private. 1 is true & 1 is false.



**Artist**  
Once per game, during the day, privately ask the Storybook any yes/no question.



**Juggler**  
On your 1st day, publicly guess up to 3 players characters. That night, you learn how many you got correct.



**Bandit**  
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



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



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



**Kiter**  
When you learn that you died, publicly choose 1 alive player. If they are out, your team loses.



**Barber**  
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



**Minister**  
If you are 'tried' about being an Outsider, you might be executed.



**Devil's Advocate**  
Each night, choose a living player different to last night. If nominated tomorrow, they start die.



**Conjuror**  
Each night, choose a player & a good character. They are 'tried' they get this character tomorrow, or might be executed.



**Vicer**  
All players know who you are. You can not die during the day. If your ally, you may choose to execute immediately.



**Bullfin**  
The Demon never if drunk or poisoned. Has a not-in-play good character's ability. You both know which.



**No Death**  
Each night, choose a player. They die. Your 2 Townsfolk neighbours are poisoned.



**Po**  
Each night, you may choose a player. They die. If your last choice was poison, choose 3 players tonight.



**Zomboid**  
Each night, if no one died today, choose a player. They die. The 1st time you die, you lose but register as dead.



**Fang Gu**  
Each night, choose a player. They die. The 1st Outsider this role becomes an evil Fang Gu & you die instead. In 1 Outsider.

# OUTSIDERS

# MINIONS

# DEMONS

\*Not the first night





## Dusk

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



## 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.



## 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.



## Sailor

The Sailor chooses a living player. ☹



## 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. ☺



## 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.



## Empath

Give a finger signal.



## Dreamer

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



## Shugenja

Point your finger horizontally in the direction of the closest evil player.

If the two closest evil players are equidistant, point your finger horizontally in either direction.



## Chambermaid

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



## Dawn

Wait a few seconds. Call for eyes open.



## Vizier

Declare that the Vizier is in play, and which player it is.





Dusk

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



Sailor

The Sailor chooses a living player. ☺



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. ☺



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



Zombuul

If no one died today, the Zombuul chooses a player. ☺



Po

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☺ or ☺☺☺\*



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 **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☺



No Dashii

The No Dashii chooses a player. ☺



Barber

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens  
 If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.



Sweetheart

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



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☺  
 Publicly announce that the Banshee died.



Empath

Give a finger signal.



Dreamer

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



Town Crier

Either nod or shake your head.



Oracle

Give a finger signal.



Juggler

Give a finger signal.



Chambermaid

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



Dawn

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