

TOWNSFOLK



Pixie

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



Town Crier

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



Gambler

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



Snake Charmer

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



Mathematician

Each night, you learn
how many players' abilities worked abnormally
(since dawn) due to another character's ability.



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.



Lycanthrope

Each night*, choose an alive player.
If good, they die & the Demon doesn't kill tonight.
One good player registers as evil.



Alsaahir

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



Courtier

Once per game, at night, choose a character:
they are drunk for 3 nights & 3 days.



Philosopher

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



Artist

Once per game, during the day,
privately ask the Storyteller any yes/no question.



Fool

The first time you die,
you don't.

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.



Moonchild

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



Mutant

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



Zealot

If 5 or more players are alive,
you must vote for every nomination.

MINIONS



Wizard

Once per game, choose to make a wish.
If granted, it might have a price &
leave a clue as to its nature.



Marionette

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



Summoner

You get 3 bluffs.
On the 3rd night, choose a player:
they become an evil Demon of your choice. [No Demon]



Goblin

If you publicly claim to be the Goblin
when nominated & are executed that day,
your team wins.

DEMONS



Po

Each night*, you may choose a player: they die.
If your last choice was no-one,
choose 3 players tonight.



Fang Gu

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



Legion

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



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.

*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. ☹

**Minion Info**

If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.

**Summoner**

Place the **NIGHT 1** reminder. ☹
Show the Summoner 3 not-in-play characters as bluffs.

**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.

**Marionette**

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

**Courtier**

The Courtier might choose a character. ☹☹

**Wizard**

Run the Wizard's ability, if applicable.

**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. ☹

**Pixie**

Show the Townsfolk character token marked **MAD**.

**Ogre**

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

**Mathematician**

Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open.

**Dusk**

Check that all eyes are closed. Some Travellers & 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. ☉**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ☉

**Courtier**

The Courtier might choose a character. ☉☉

**Wizard**

Run the Wizard's ability, if applicable.

**Gambler**

The Gambler chooses a player & a character. ☉

**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. ☉

**Summoner**

On night two, place the **NIGHT 2** reminder. ☉
 On night three, place the **NIGHT 3** reminder ☉ and wake the Summoner:
 They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
 Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
 Show the **YOU ARE** info token, then give a thumbs down.
 Replace their character token with the Demon token and put the new Demon to sleep.

**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.

**Lycanthrope**

The Lycanthrope points to a player. If the chosen player is good:
 Mark them with the **DEAD** reminder. ☉ Demon doesn't kill tonight.

**Legion**

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

**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. ☉

**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.

**Moonchild**

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

**Town Crier**

Either nod or shake your head.

**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.

**Mathematician**

Give a finger signal.

**Dawn**

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