

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.



Gambler

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



Monk

Each night*, choose a player (not yourself):
they are safe from the Demon tonight.



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.



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.



Slayer

Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.



Banshee

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



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



Mezepheles

You start knowing a secret word.
The 1st good player to say this word
becomes evil that night.



Devil's Advocate

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



Marionette

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



Goblin

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



Po

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



Legion

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



Fang Gu

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



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.

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. ☺



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.



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. ☺☺



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. ☺



Mezephales

Show a single word on a piece of paper, phone, or other device.



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.