

# 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



## Mezepheles

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



## 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]



## 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.



## 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. ☺



## 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.





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. ☹

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 &amp; 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. ☹



Mezephales

If a player is marked with the **URNS EVIL** reminder:  
 Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.  
 Turn their character token upside down. (This shows they are now evil.)  
 Mark the Mezephales with the **NO ABILITY** reminder. ☹



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 &amp; immediately say who died.