

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Noble

You start knowing 3 players,  
1 and only 1 of which is evil.



## Town Crier

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



## Undertaker

Each night\*, you learn which character  
died by execution today.



## Innkeeper

Each night\*, choose 2 players:  
they can't die tonight, but 1 is drunk until dusk.



## Sailor

Each night, choose an alive player:  
either you or they are drunk until dusk.  
You can't die.



## Dreamer

Each night, choose a player (not yourself or Travellers):  
you learn 1 good and 1 evil character,  
1 of which is correct.



## Engineer

Once per game, at night,  
choose which Minions or which Demon is in play.



## Seamstress

Once per game, at night,  
choose 2 players (not yourself):  
you learn if they are the same alignment.



## 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.



## Fool

The first time you die,  
you don't.



## Atheist

The Storyteller can break the game rules,  
and if executed, good wins, even if you are dead.  
[No evil characters]

# OUTSIDERS



## Goon

Each night, the 1st player to choose you  
with their ability is drunk until dusk.  
You become their alignment.



## Ogre

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



## Golem

You may only nominate once per game.  
When you do, if the nominee is not the Demon,  
they die.



## Sweetheart

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

# MINIONS



## Psychopath

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



## Wizard

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



## 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.



## Goblin

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



## Shabaloth

Each night\*, choose 2 players: they die.  
A dead player you chose last night might be  
regurgitated.



## Zombuul

Each night\*, if no-one died today,  
choose a player: they die.  
The 1st time you die, you live but register as dead.



## 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