

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Oracle

Each night\*, you learn  
how many dead players are evil.



## Empath

Each night, you learn how many  
of your 2 alive neighbours are evil.



## Acrobat

Each night\*, choose a player:  
if they are drunk or poisoned,  
you die.



## Balloonist

Each night, you learn a player  
of a different character type than last night.  
[+0 or +1 Outsider]



## Alsaahir

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



## Nightwatchman

Once per game, at night, choose a player:  
they learn you are the Nightwatchman.



## Artist

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



## Ravenkeeper

If you die at night,  
you are woken to choose a player:  
you learn their character.



## Choirboy

If the Demon kills the King,  
you learn which player is the Demon.  
[+ the King]



## Fool

The first time you die,  
you don't.



## Magician

The Demon thinks you are a Minion.  
Minions think you are a Demon.



## Pacifist

Executed good players  
might not die.

# 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.



## Golem

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



## Hatter

If you died today or tonight,  
the Minion & Demon players  
may choose new Minion & Demon characters to be.



## Damsel

All Minions know you are in play.  
If a Minion publicly guesses you (once),  
your team loses.

# MINIONS



## Poisoner

Each night, choose a player:  
they are poisoned tonight and tomorrow day.



## Cerenovus

Each night, choose a player & a good character:  
they are "mad" they are this character tomorrow,  
or might be executed.



## Fearmonger

Each night, choose a player:  
if you nominate & execute them, their team loses.  
All players know if you choose a new player.



## Goblin

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



## Kazali

Each night\*, choose a player: they die.  
[You choose which players are which Minions.  
-? to +? Outsiders]



## Po

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



## 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.



## Leviathan

If more than 1 good player is executed, evil wins.  
All players know you are in play.  
After day 5, evil wins.

# DEMONS

\*Not the  
first night





Dusk

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



Kazali

The Kazali points at a player and a Minion on the character sheet.  
Replace their old character token with the Minion token. Wake the player.  
Show them the **You Are** info token then the Minion character token, and give a thumbs down.  
Repeat until the normal number of Minions exist.  
Put the Kazali to sleep.



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.  
Put the Minions to sleep. Wake the Demon.  
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



Poisoner

The Poisoner chooses a 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.



Fearmonger

The Fearmonger picks a player:  
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



Damsel

Wake each Minion. Show the Damsel token.



Empath

Give a finger signal.



Steward

Point to the player marked **KNOW**. ☹



Balloonist

Point to a player (alive or dead).  
Place the SEEN token next to the shown player. ☹



Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



Ogre

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



Dawn

Wait a few seconds. Call for eyes open.



Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☹





Dusk

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



Poisoner

The Poisoner chooses a player. ☉



Acrobat

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☉

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

Fearmonger

The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."

Po

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



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.



Kazali

The Kazali chooses a player. ☉



Hatter

If the Hatter died, wake the Minions and Demon:  
 Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.  
 Each player may point to another character of the same type as their current character.  
 If a second player would end up with the same character as another player:  
 Shake your head no and gesture for them to choose again.  
 Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.  
 Change each player to the character they chose.



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



Damsel

TBD



Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Empath

Give a finger signal.



Oracle

Give a finger signal.



Balloonist

Point to a player (alive or dead) with a different role type from the player with the **SEEN** token.  
 Place the **SEEN** token next to the shown player. ☉



Nightwatchman

If the Nightwatchman points at a player:  
 Put the Nightwatchman to sleep.  
 Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
 Point to the Nightwatchman player. Put the chosen player back to sleep.  
 Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉



Dawn

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



Leviathan

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☉