

TOWNSFOLK



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



Grandmother
You start knowing a good player & their character.
If the Demon kills them, you die too.



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



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



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



Gossip
Each day, you may make a public statement.
Tonight, if it was true, a player dies.



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



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



Sage
If the Demon kills you,
you learn that it is 1 of 2 players.



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



Tea Lady
If both your alive neighbors are good,
they can't die.



Fool
The first time you die,
you don't.



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

OUTSIDERS



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



Klutz
When you learn that you died, publicly choose
1 alive player: if they are evil, your team loses.



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



Barber
If you died today or tonight, the Demon may choose
2 players (not another Demon) to swap characters.

MINIONS



Witch
Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.



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



Widow
On your 1st night, look at the Grimoire
& choose a player: they are poisoned.
1 good player knows a Widow is in play.



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



Yaggababble
You start knowing a secret phrase.
For each time you said it publicly today,
a player might die.



Lord Of Typhon
Each night*, choose a player: they die.
[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]



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.

DEMONS

*Not the first night

**Dusk**

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

**Witch**

The Witch 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**Legion**

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

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☉

**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.

**Yaggababble**For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ☉**Gossip**

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

**Barber**If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens
If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Choirboy**

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

**Moonchild**

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

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☉

**Empath**

Give a finger signal.

**Undertaker**

If a player was executed today, show their character token.

**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. ☉**Dawn**

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