

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.



**Librarian**

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



**Flowergirl**

Each night\*, you learn if a Demon voted today.



**Acrobat**

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



**Dreamer**

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



**Exorcist**

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



**Savant**

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



**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.



**Juggler**

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



**Sage**

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



**Tea Lady**

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

OUTSIDERS



**Drunk**

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



**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.



**Politician**

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS



**Mezepheles**

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



**Harpy**

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



**Fearmonger**

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



**Psychopath**

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

DEMONS



**Po**

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



**Lil' Monsta**

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night\*, a player might die. [+1 Minion]



**Legion**

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



**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]

\*Not the first night

**Dusk**

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

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ☹

**Acrobat**The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☹**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."**Harpy**The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.**Mezpheles**If a player is marked with the **TURNS 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 Mezpheles 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.**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 ☹☹☹\*

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☹

**Lil' Monsta**The minions pick a player. Put them back to sleep, and then:  
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹  
Place the **DEAD** token beside any living player. ☹**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.

**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. ☹

**Dreamer**

The Dreamer points to a player. Show 1 good &amp; 1 evil character token, 1 of which is their character.

**Flowergirl**

Either nod or shake your head.

**Juggler**

Give a finger signal.

**Dawn**

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