

## TOWNSFOLK


**Chef**

You start knowing how many pairs of evil players there are.


**Washerwoman**

You start knowing that 1 of 2 players is a particular Townsfolk.


**Monk**

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.


**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.


**Fortune Teller**

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.


**Lycanthrope**

Each night\*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.


**Artist**

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


**Soldier**

You are safe from the Demon.


**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.


**Magician**

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


**Butler**

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.


**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.


**Klutz**

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


**Puzzlemaster**

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.


**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.


**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.


**No Dashii**

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.


**Ojo**

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.


**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.

## OUTSIDERS

## MINIONS

## 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.



## Lunatic

If there are 7 or more players, wake the Lunatic:  
Show the **THESE ARE YOUR MINIONS** token. Point to any players.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.  
Put the Lunatic to sleep. Wake the Demon.  
Show the **YOU ARE** info token and the Demon token.  
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



## 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. ☹



## Wizard

Run the Wizard's ability, if applicable.



## 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



## Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



## Chef

Give a finger signal.



## Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



## Butler

The Butler chooses a player. ☹



## Dreamer

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



## Dawn

Wait a few seconds. Call for eyes open.



**Dusk**

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

**Poisoner**

The Poisoner chooses a player. ☹

**Wizard**

Run the Wizard's ability, if applicable.

**Acrobat**

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

**Monk**

The Monk 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

**Lunatic**

Do whatever needs to be done to simulate the Demon acting.  
Put the Lunatic to sleep. Wake the Demon.  
Show the Lunatic token & point to them, then their target(s).

**Lycanthrope**

The Lycanthrope points to a player. If the chosen player is good:  
Mark them with the **DEAD** reminder. ☹ Demon doesn't kill tonight.

**Po**

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☹ or ☹☹☹\*

**No Dashii**

The No Dashii chooses a player. ☹

**Ojo**

The Ojo points to a role. If a player has that role, they die. ☹  
If the role is out of play, the Storyteller chooses any number of players that die. ☹

**Kazali**

The Kazali chooses a player. ☹

**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.

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Dreamer**

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

**Butler**

The Butler chooses a player. ☹

**Dawn**

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