

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.



**Librarian**

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



**Town Crier**

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



**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.



**Monk**

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



**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.



**Exorcist**

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



**Gossip**

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



**Soldier**

You are safe from the Demon.



**Mayor**

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



**Virgin**

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDERS



**Lunatic**

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



**Drunk**

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



**Saint**

If you die by execution, your team loses.



**Barber**

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

MINIONS



**Godfather**

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



**Devil's Advocate**

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



**Cerenovus**

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



**Mastermind**

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



**Vigormortis**

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



**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]

DEMONS

\*Not the first night



Dusk

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



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.



Godfather

Show the character tokens of all in-play Outsiders.



Devil's Advocate

The Devil's Advocate chooses a living 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



Pukka

The Pukka chooses a player. ☹



Washerwoman

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



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Chef

Give a finger signal.



Empath

Give a finger signal.



Fortune Teller

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



Dawn

Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Monk</b>	The Monk chooses a player. ☉
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ☉
	<b>Cerenovus</b>	The Cerenovus chooses a player & a character. ☉ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	<b>Lunatic</b>	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).
	<b>Exorcist</b>	The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player. ☉
	<b>Pukka</b>	The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉
	<b>Fang Gu</b>	The Fang Gu chooses a player. ☉ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☉
	<b>Vigormortis</b>	The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. ☉
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ☉
	<b>Barber</b>	If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> & Barber tokens If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token & their new character token.
	<b>Empath</b>	Give a finger signal.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Town Crier</b>	Either nod or shake your head.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.