

TOWNSFOLK



Chef
You start knowing how many parts of evil players there are.



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



Witchermeister
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 they are in play.)



Wingman
You start knowing if your closest evil player is a character or anti-character. If equivalent, this info is arbitrary.



Underminer
Each night, you learn which character died by mysterious means.



Mind
Each night, choose a player (not yourself). They are safe from the Demon tonight.



Discerner
Each night, choose a player (not yourself or Townsfolk). 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 agrees as a Demon to you.



Cult Leader
Each night, you determine the alignment of an other region. If all good players choose to join your cult, your team wins.



Alchemist
Once per day, if you publicly guess which player is a Demon and which is a Demon, you win.



Soldier
You are safe from the Demon.



Wardenkeeper
If you die at night, you are safe to choose a player. You learn their character.

OUTSIDERS



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



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



Khan
When you learn that you died, publicly choose 1 alive player. If they are not, your team loses.



Politician
If you vote for a player not responsible for your team losing, you change alignment & win, even if dead.

MINIONS



Devil's Advocate
Each night, choose a living player different to last night. If selected tomorrow, they don't die.



Wager
Each night, choose 2 players. Tomorrow, the 1st player is dead that the 2nd is not, or vice versa.



Concussion
Each night, choose a player & a good character. They are 'dead' if they are this character tomorrow, or might be executed.



Kiss
On night 1, all Townsfolk are poisoned with毒. (Or Outsider)

DEMONS



Imp
Each night, choose a player. They die. If you kill yourself this way, a Minion becomes the Imp.



Op
Each night, choose a character. They die. If they are not in play, the Simplicity chooses who dies.



Vigilante
Each night, choose a player. They die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. (Or Outsider)



Fang On
Each night, choose a player. They die. The 1st Outsider this way becomes an evil Fang On & you die instead. (Or Outsider)

*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.



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.



Xaan

Add the **NIGHT** reminder token that matches the current night. ☉
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.



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.



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.



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.



Investigator

Show the Minion character token. Point to both the **MINION** 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.



Shugenja

Point your finger horizontally in the direction of the closest evil player.
If the two closest evil players are equidistant, point your finger horizontally in either direction.



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Xaan**

Add the **NIGHT** reminder token that matches the current night. ☉
 On the night that equals the number of Outsiders in play when the game began:
 Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.

**Monk**

The Monk chooses a player. ☉

**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

**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.

**Imp**

The Imp chooses a player. ☉ If the Imp chose themselves:
 Replace 1 alive Minion token with a spare Imp token.
 Put the old Imp to sleep. Wake the new Imp.
 Show the **YOU ARE** token, then show the Imp token.

**Fang Gu**

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 **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☉

**Vigormortis**

The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉

**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. ☉

**Ravenkeeper**

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

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

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

**Dreamer**

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

**Cult Leader**

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
 Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
 Put the Cult Leader back to sleep.
 Turn the Cult Leader token upside-down. (This shows their alignment.)

**Butler**

The Butler chooses a player. ☉

**Dawn**

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