

TOWNSFOLK



**Chef**

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



**Flowergirl**

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



**Town Crier**

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



**Oracle**

Each night\*, you learn how many dead players are evil.



**Mathematician**

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



**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.



**Seamstress**

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



**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.

OUTSIDERS



**Sweetheart**

When you die, 1 player is drunk from now on.



**Klutz**

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



**Barber**

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



**Mutant**

If you are "mad" about being an Outsider, you might be executed.

MINIONS



**Godfather**

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



**Poisoner**

Each night, choose a player: they are poisoned tonight and tomorrow day.



**Pit-Hag**

Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



**Mastermind**

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

DEMONS



**No Dashii**

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



**Pukka**

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



**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]

\*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. ☹

**Poisoner**

The Poisoner chooses a player. ☹

**Pit-Hag**The Pit-Hag chooses a player & a character. If they chose a character that is not in play:  
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.**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.**Zombuul**

If no one died today, the Zombuul chooses a player. ☹

**Pukka**

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹

**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. ☹**No Dashii**

The No Dashii chooses a player. ☹

**Godfather**

If an Outsider died today, the Godfather chooses a 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.**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹

**Sage**

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

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

Either nod or shake your head.

**Town Crier**

Either nod or shake your head.

**Oracle**

Give a finger signal.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ☹

**Juggler**

Give a finger signal.

**Mathematician**

Give a finger signal.

**Dawn**

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