TOWNSFOLK

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

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

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.)

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.

Slayer
Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.

Soldier
You are safe
from the Demon.

Ravenkeeper
If you die at night,
you are woken to choose a player:
you learn their character.

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

Butler
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.

Recluse
You might register as evil & as a Minion or Demon,
even if dead.

Saint
If you die by execution,
your team loses.

MINIONS

Witch
Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.

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

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

Evil Twin
You & an opposing player know each other.
If the good player is executed, evil wins.
Good can't win if you both live.

DEMONS

No Dashii
Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.

Vortox
Each night*, choose a player: they die.
Townsfolk abilities yield false info.
Each day, if no-one is executed, evil wins.

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

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 & 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.

Evil Twin | Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin &vice versa.

Witch | The Witch 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

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.

Empath | 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. ◉

Dawn | Wait a few seconds. Call for eyes open.

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

Monk — The Monk chooses a player. ◎

Witch — The Witch 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

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.

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. ◎◎

No Dashii — The No Dashii chooses a player. ◎

Vortox — The Vortox chooses a player. ◎

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

Empath — Give a finger signal.

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.

Butler — The Butler chooses a player. ◎

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