

TOWNSFOLK



**Knight**

You start knowing 2 players that are not the Demon.



**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.



**Innkeeper**

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



**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.



**Cult Leader**

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



**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.



**Virgin**

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



**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.

OUTSIDERS



**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.



**Mastermind**

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



**Baron**

There are extra Outsiders in play. [+2 Outsiders]

MINIONS



**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]



**Pukka**

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



**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.



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.



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.



Poisoner

The Poisoner chooses a player. ☹



Godfather

Show the character tokens of all in-play Outsiders.



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.



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. ☹



Knight

Point to the two players marked **KNOW**. ☹☹



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 &amp; Fabled act.

**Poisoner**

The Poisoner chooses a player. ☹

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Monk**

The Monk 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. ☹**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. ☹

**Godfather**

If an Outsider died today, the Godfather 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.

**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 &amp; immediately say who died.