Extra Tokens v1.0.0 *by Cam*

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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.



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



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



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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.



Alchemist
You have a not-in-play Minion ability.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Farmer
If you die at night, an alive good player becomes a Farmer.

OUTSIDER



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



Plague Doctor
When you die, the Storyteller gains a Minion ability.



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

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



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.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

DEMON



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



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



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

Quick Reference

Extra Tokens — by Cam

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poisoner
6. Godfather
7. Cerenovus
8. Pukka
9. Pixie
10. Amnesiac
11. Fortune Teller
12. Noble
13. Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS

Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Cacklejack
Each day, choose a player: a different player changes character tonight.

Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Scapegoat
If a player of your alignment is executed, you might be executed instead.

Gnome
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Gambler
4. Monk
5. Cerenovus
6. Pit-Hag
7. Pukka
8. Vigormortis
9. Assassin
10. Godfather
11. Gossip
12. Barber
13. Amnesiac
14. Farmer
15. Fortune Teller
16. Town Crier
17. Oracle
18. Juggler
19. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1 **Dusk**
Start the Night Phase.

2 **Minion Info**
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 **Demon Info**
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4  **Alchemist**
Show the Alchemist a not-in-play Minion token

5  **Poisoner**
The Poisoner points to a player. That player is poisoned.

6  **Godfather**
Show each of the Outsider tokens in play.

7  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

8  **Pukka**
The Pukka points to a player. That player is poisoned.

9  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

10  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

11  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

12  **Noble**
Point to 3 players including one evil player, in no particular order.

13 **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D
Dusk
Start the Night Phase.

2 
Poisoner
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3 
Gambler
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

4 
Monk
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5 
Cerenovus
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

6 
Pit-Hag
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

7 
Pukka
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

8 
Vigormortis
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

9 
Assassin
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

10 
Godfather
If an Outsider died today: The Godfather points to a player. That player dies.

11 
Gossip
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

12 
Barber
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

13 
Amnesiac
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

14 
Farmer
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

15 
Fortune Teller
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

16 
Town Crier
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

17 
Oracle
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

18 
Juggler
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

19 D
Dawn
Wait for a few seconds. End the Night Phase.