

TOWNSFOLK



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



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



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that one is in play.)



Underslayer
Each night, you learn which character died by execution today.



Empath
Each night, you learn how many of your 2 other neighbours are out.



Mink
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 appears as a Demon to you.



Wise
Once per game, during the day, publicly choose a player. If they are the Demon, they die.



Soldier
You are safe from the Demon.



Reverend
If you die at night, you are written to choose a player, you learn their character.



Miser
If any 2 players live & no execution occurs, your turn ends. If you die at night, another player might die instead.



Virgin
The 1st time you are executed, if the executioner is a Townfolk, they are executed immediately.

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 Townfolk character, but you are not.



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



Saint
If you die by execution, your turn ends.

MINIONS



Politician
Each night, choose a player. They are poisoned tonight and tomorrow day.



Spies
Each night, you see the Spies. You might register as good & as a Townfolk or Outsider, even if dead.



Scavenger Woman
If there are 3 or more players alive & the Demon dies, you become the Demon. (Townfolds don't count.)



Blame
There are extra Outsiders in play (not Outsiders).

DEMONS



No Death
Each night, choose a player. They die. Your 2 Townfolk neighbours are poisoned.



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



Poisoner

The Poisoner chooses a player. ☹



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. ☹



Grandmother

Point to the grandchild player & show their character token.



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Poisoner

The Poisoner chooses a player. ☹



Monk

The Monk chooses a player. ☹



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

No Dashii

The No Dashii chooses a player. ☹



Vigormortis

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



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☹



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. ☹



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

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