

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.)



**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.



**Cannibal**

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



**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



**Goon**

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



**Drunk**

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



**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



**Saint**

If you die by execution, your team loses.

MINIONS



**Godfather**

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



**Spy**

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



**Mastermind**

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



**Widow**

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMONS



**Vortex**

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



**Fang Gu**

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



**Legion**

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



**Riot**

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

\*Not the first night

**Dusk**

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

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**Monk**

The Monk chooses a player. ☹

**Legion**

You may decide a player that dies. (Once per living Legion) ☹

**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. ☹

**Vortex**

The Vortex 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.

**Fortune Teller**

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

**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.)

**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.