

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to the nearest Mission.



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



Librarian
You start knowing that 1 of 3 players is a particular Outsider. (Or that you are in play.)



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



Empath
Each night, you learn how many of your 3 close neighbours are evil.



Crusader
Each night, choose a player & guess their character. If you guess wrong, you die.



Witch
Each night, choose a player (not yourself). They are safe from the Demon tonight.



Dissector
Each night, choose a player (not yourself or Townsfolk). You learn 1 good and 1 evil character, 1 of which is correct.



Executioner
Each night, choose a player (different to last night). The Demon, if chosen, learns who you are then doesn't wake tonight.



Artist
Once per game, during the day, privately ask the Townsfolk any yes/no question.



Wardenkeeper
If you die at night, you are asked to choose a player you learn their character.



Murder
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Facile
Executed good players might not die.

OUTSIDERS



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



Reckless
You might together as evil & as a Mission or Demon, even if dead.



Moonchild
When you learn that you died, publicly choose 1 other player tonight. If it was a good player, they die.



Witch
If you die by execution, your team loses.

MINIONS



Devil's Advocate
Each night, choose a living player different to last night. If executed tomorrow, they don't die.



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Townsfolk don't count)



Viceroy
All players know who you are. You can not die during the day. If your ally, you may choose to execute immediately.



Blame
There are other Outsiders in play. (Not Outsiders!)

DEMONS



Imp
Each night, choose a player they die. If you not yourself this way, a Mission becomes the Imp.



Ph
Each night, you may choose a player they die. If your last choice was the same, choose 3 players tonight.



Vortex
Each night, choose a player they die. Townsfolk don't wake tonight. Each day, if someone is executed, not work.



Blame
On day 3, someone becomes Blame & someone else is not allowed to die until they are killed. This must happen.

*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.



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Empath

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Clockmaker

Give a finger signal.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Dawn

Wait a few seconds. Call for eyes open.



Vizier

Declare that the Vizier is in play, and which player it is.

**Dusk**

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

**Gambler**

The Gambler chooses a player & a character. ☉

**Monk**

The Monk chooses a player. ☉

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☉

**Scarlet Woman**If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.**Exorcist**The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.**Imp**The Imp chooses a player. ☉ If the Imp chose themselves:
Replace 1 alive Minion token with a spare Imp token.
Put the old Imp to sleep. Wake the new Imp.
Show the **YOU ARE** token, then show the Imp token.**Po**

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☉ or ☉☉☉*

**Vortex**

The Vortex chooses a player. ☉

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☉

**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.

**Undertaker**

If a player was executed today, show their character token.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Dawn**

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