

TOWNSFOLK



Chef
You start knowing how many parts of each player there are.



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



Wickerworkman
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 one is in play.)



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



Empath
Each night, you learn how many of your 3 alive neighbours are out.



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



Evanescent 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.



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



Soldier
You are safe from the Demon.



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



Masochist
If any 2 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



Snitch
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.



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



Naïveté
If you die by execution, your team loses.

MINIONS



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



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



Reverent Witches
If there are 3 or more players alive & the Demon dies, you become the Demon. (Townsfolk don't count.)



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

DEMONS



Imp
Each night, choose a player; they die if you tell yourself this way, a Minion becomes the Imp.

*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. ☹



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.



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. ☹



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.

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.



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.