

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.



Woodcutterwoman
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.)



Undersnake
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 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.



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



Miser
If any 3 players lose & 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.



Naïve
If you die by execution,
your team loses.

MINIONS



Poisoner
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 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
(and Doubtful)



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

DEMONS

*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.