

TOWNSFOLK



Steward

You start knowing
1 good player.



Washerwoman

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



Clockmaker

You start knowing how many steps
from the Demon to its nearest Minion.



Librarian

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



Undertaker

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



Empath

Each night, you learn how many
of your 2 alive neighbours are evil.



Innkeeper

Each night*, choose 2 players:
they can't die tonight, but 1 is drunk until dusk.



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.



Exorcist

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



Soldier

You are safe
from the Demon.



Farmer

If you die at night,
an alive good player becomes a Farmer.



Sage

If the Demon kills you,
you learn that it is 1 of 2 players.



Mayor

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



Butler

Each night, choose a player (not yourself):
tomorrow, you may only vote if they are voting too.



Recluse

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



Saint

If you die by execution,
your team loses.



Barber

If you died today or tonight, the Demon may choose
2 players (not another Demon) to swap characters.



Witch

Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.



Scarlet Woman

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



Baron

There are extra Outsiders in play.
[+2 Outsiders]



Boffin

The Demon (even if drunk or poisoned)
has a not-in-play good character's ability.
You both know which.



Ojo

Each night*, choose a character: they die.
If they are not in play,
the Storyteller chooses who dies.



Fang Gu

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



Vigormortis

Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]



Lleeche

Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.

*Not the
first night

OUTSIDERS

MINIONS

DEMONS



Dusk

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



Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon character token.



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.



Witch

The Witch chooses a player. ☹



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



Steward

Point to the player marked **KNOW**. ☹



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.



Clockmaker

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. ☹



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Witch**

The Witch chooses a 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.**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☹**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. ☹**Vigormortis**

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

**Ojo**The Ojo points to a role. If a player has that role, they die. ☹
If the role is out of play, the Storyteller chooses any number of players that die. ☹**Barber**If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens
If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.**Farmer**If the Farmer died tonight:
Wake an alive good player.
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
Replace their previous character token with a Farmer character token.**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**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. ☹

**Dawn**

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