## 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.)

**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.

**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.

**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.

**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

**Butler**
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.

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

**Saint**
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 Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

**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]**

## DEMONS

**Imp**
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

*Not the first night

# 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:<br>Show the **THIS IS THE DEMON** token. Point to the Demon. |
| Demon Info | If there are 7 or more players, wake the Demon:<br>Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.<br>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. |

# OTHER NIGHTS

| | |
|---|---|
| **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:<br>Replace 1 alive Minion token with a spare Imp token.<br>Put the old Imp to sleep. Wake the new Imp.<br>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. |