

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.



**Librarian**

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



**Flowergirl**

Each night\*, you learn if a Demon voted 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.



**Balloonist**

Each night, you learn a player of a different character type than last night.  
[+0 or +1 Outsider]



**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.



**Farmer**

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



**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.

OUTSIDERS



**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.



**Sweetheart**

When you die, 1 player is drunk from now on.



**Saint**

If you die by execution, your team loses.

MINIONS



**Widow**

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



**Marionette**

You think you are a good character but you are not. The Demon knows who you are.  
[You neighbor the Demon]



**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.



**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



**Vigormortis**

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

\*Not the first night

**Dusk**

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

**Monk**

The Monk chooses a player. ☉

**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.

**Pukka**

The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉

**Vigormortis**

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

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉

**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.

**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**).**Flowergirl**

Either nod or shake your head.

**Balloonist**

Point to a player (alive or dead) with a different role type from the player with the SEEN token.  
 Place the SEEN token next to the shown player. ☉

**Butler**

The Butler chooses a player. ☉

**Dawn**

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