

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.

**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.

**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.

**Banshee**

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

**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.

**Recluse**

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

**Saint**

If you die by execution, your team loses.

**Mutant**

If you are "mad" about being an Outsider, you might be executed.

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)

**Boffin**

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

DEMONS

**No Dashii**

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

**Imp**

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

*Not the first night

**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.

**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. ☉

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**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.

**No Dashii**

The No Dashii chooses a player. ☉

**Banshee**

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉
 Publicly announce that the Banshee died.

**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.