

TOWNSFOLK



Steward
You start knowing
1 good player.



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



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.



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.



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.



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.



Lunatic
You think you are a Demon, but you are not.
The Demon knows who you are
& who you choose at night.



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



Damsel
All Minions know you are in play.
If a Minion publicly guesses you (once),
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



No Dashii
Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.



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

*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.



Lunatic

If there are 7 or more players, wake the Lunatic:
Show the **THESE ARE YOUR MINIONS** token. Point to any players.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
Put the Lunatic to sleep. Wake the Demon.
Show the **YOU ARE** info token and the Demon token.
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



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. ☹



Damsel

Wake each Minion. Show the Damsel token.



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.



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. ☹



Clockmaker

Give a finger signal.



Steward

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



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. ☹

**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.**Lunatic**Do whatever needs to be done to simulate the Demon acting.
Put the Lunatic to sleep. Wake the Demon.
Show the Lunatic token & point to them, then their target(s).**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. ☹**No Dashii**

The No Dashii chooses a player. ☹

**Sage**

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

**Damsel**

TBD

**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.