

TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



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.)



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. **[1 Townsfolk is evil]**



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.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Sage

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



Tea Lady

If both your alive neighbors are good, they can't die.



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.



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Lunatic

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



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, 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.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



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.



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night*, a player might die. **[+1 Minion]**



Vigormortis

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



Leech

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

DEMONS

*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.

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.

Sailor

The Sailor chooses a living player. ☉



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:

Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☉

Lleech

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

Widow

Show the Grimoire for as long as the Widow needs.

The Widow picks a player. Mark that player with a **POISONED** reminder. ☉ Put the Widow to sleep.Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☉

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.

Empath

Give a finger signal.



Butler

The Butler chooses a player. ☉



Clockmaker

Give a finger signal.



Noble

Point to all three players marked **KNOW**.

Bounty Hunter

Wake any player with a Townsfolk character:

Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.

Turn their token upside-down. (This shows they are evil.)

Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☉

Ogre

The Ogre points to a player:

If the player is evil, flip the Ogre's token upside down.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Sailor

The Sailor chooses a living player. ☉



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).



Vigormortis

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



Lleech

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



Lil' Monsta

The minions pick a player. Put them back to sleep, and then:
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☉
Place the **DEAD** token beside any living player. ☉



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.



Undertaker

If a player was executed today, show their character token.



Bounty Hunter

If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ☉



Butler

The Butler chooses a player. ☉



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

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