

# 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



## Pit-Hag

Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



## Marionette

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



## 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]



## Shabaloth

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



## 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 & 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.



## 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.



## Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.  
Put the Demon to sleep.



## 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. ☹



## Dawn

Wait a few seconds. Call for eyes open.





Dusk

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



Monk

The Monk chooses a player. ☉



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:  
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Shabaloth

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉



Vigormortis

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



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. ☉



Dawn

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