

# TOWNSFOLK



## 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.



## 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.



## 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.



## 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.



## 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.



## Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



## Widow

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



## 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]



## Ojo

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



## 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.



## Vortex

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

\*Not the first night

# OUTSIDERS

# MINIONS

# DEMONS





## 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.



## 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. ☹



## Spy

Show the Grimoire to the Spy for as long as they need.



## Lleech

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



## 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.



## Clockmaker

Give a finger signal.



## Empath

Give a finger signal.



## 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.





Dusk

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



Monk

The Monk chooses a player. ☺



Spy

Show the Grimoire to the Spy for as long as they need.



Scarlet Woman

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

Lleech

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

Ojo

The Ojo points to a role. If a player has that role, they die. ☹

If the role is out of play, the Storyteller chooses any number of players that die. ☹



Vortex

The Vortex chooses a player. ☹



Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Empath

Give a finger signal.



Undertaker

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



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 &amp; immediately say who died.