

TOWNSFOLK



Steward

You start knowing
1 good player.



Investigator

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



Bounty Hunter

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



Town Crier

Each night*, you learn
if a Minion nominated today.



Innkeeper

Each night*, choose 2 players:
they can't die tonight, but 1 is drunk until dusk.



Monk

Each night*, choose a player (not yourself):
they are safe from the Demon tonight.



Dreamer

Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.



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.



Alsaahir

Once per day, if you publicly guess
which players are Minion(s) and which are Demon(s),
good wins.



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.



Tea Lady

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



Atheist

The Storyteller can break the game rules,
and if executed, good wins, even if you are dead.
[No evil characters]



Butler

Each night, choose a player (not yourself):
tomorrow, you may only vote if they are voting too.



Sweetheart

When you die,
1 player is drunk from now on.



Lunatic

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



Saint

If you die by execution,
your team loses.



Widow

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



Organ Grinder

All players keep their eyes closed when voting
and the vote tally is secret.
Each night, choose if you are drunk until dusk.



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]



Vortex

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



Vigormortis

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

*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.



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.



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. ☹



Organ Grinder

The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ☹
If they shake their head, remove their **DRUNK** reminder.



Steward

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



Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



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. ☹



Butler

The Butler chooses a player. ☹



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**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.**Organ Grinder**

The Organ Grinder either nods or shakes their head:
 If they nod their head, mark them with the **DRUNK** reminder. ☹
 If they shake their head, remove their **DRUNK** reminder.

**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. ☹☹

**Vortex**

The Vortex chooses a player. ☹

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹

**Banshee**

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

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Fortune Teller**The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).**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. ☹

**Town Crier**

Either nod or shake your head.

**Butler**

The Butler chooses a player. ☹

**Dawn**

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