

TOWNSFOLK



**Steward**  
You start knowing  
1 good player.



**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.



**Undertaker**  
Each night\*, you learn which character  
died by execution today.



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



**Village Idiot**  
Each night, choose a player:  
you learn their alignment.  
[+0 to +2 Village Idiots. 1 of the extras is drunk]



**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.



**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.

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.



**Baron**  
There are extra Outsiders in play.  
[+2 Outsiders]



**Evil Twin**  
You & an opposing player know each other.  
If the good player is executed, evil wins.  
Good can't win if you both live.



**Boffin**  
The Demon (even if drunk or poisoned)  
has a not-in-play good character's ability.  
You both know which.

DEMONS



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



**Legion**  
Each night\*, a player might die.  
Executions fail if only evil voted.  
You register as a Minion too. [Most players are Legion]



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



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

\*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.



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. ☹



Evil Twin

Wake both twins. Allow eye contact.

Show the good twin's character token to the Evil Twin & vice versa.



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Investigator

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



Chef

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. ☹



Steward

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



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.

Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



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. ☺

**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).**Legion**

You may decide a player that dies. (Once per living Legion) ☹

**Vortex**

The Vortex chooses a player. ☺

**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. ☹**Sweetheart**

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

**Sage**

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

**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.

**Village Idiot**Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.**Butler**

The Butler chooses a player. ☺

**Dawn**

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