

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.



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.



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.



Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



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.

OUTSIDERS



Butler

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



Lunatic

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



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Saint

If you die by execution, your team loses.

MINIONS



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Spy

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



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]**

DEMONS



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Kazali

Each night*, choose a player: they die. **[You choose which players are which Minions. -? to +? Outsiders]**



Lil' Monsta

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

*Not the first night

	Kazali	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the You Are info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	Dusk	<p>Check that all eyes are closed. Some Travellers & Fabled act.</p>
	Lil' Monsta	<p>Instead of the normal Minion Info and Demon Info steps, do the following:</p> <p>Wake all Minions. Show the THESE ARE YOUR MINIONS token. The minions pick a player:</p> <p>Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the IS THE DEMON token.</p> <p>Put the chosen player back to sleep. Place the IS THE DEMON token beside them. ☹</p>
	Minion Info	<p>If there are 7 or more players, wake all Minions:</p> <p>Show the THIS IS THE DEMON token. Point to the Demon.</p>
	Kazali	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the You Are info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	Lunatic	<p>If there are 7 or more players, wake the Lunatic:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to any players.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens.</p> <p>Put the Lunatic to sleep. Wake the Demon.</p> <p>Show the YOU ARE info token and the Demon token.</p> <p>Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.</p>
	Demon Info	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to all Minions.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p>
	Poisoner	<p>The Poisoner chooses a player. ☹</p>
	Spy	<p>Show the Grimoire to the Spy for as long as they need.</p>
	Librarian	<p>Show the Outsider character token. Point to both the OUTSIDER and WRONG players.</p>
	Investigator	<p>Show the Minion character token. Point to both the MINION and WRONG players.</p>
	Chef	<p>Give a finger signal.</p>
	Empath	<p>Give a finger signal.</p>
	Village Idiot	<p>Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.</p> <p>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.</p>
	Cult Leader	<p>The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:</p> <p>Wake the Cult Leader, show them the YOU ARE token, & either a thumbs down (if evil) or thumbs up (if good).</p> <p>Put the Cult Leader back to sleep.</p> <p>Turn the Cult Leader token upside-down. (This shows their alignment.)</p>
	Fortune Teller	<p>The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).</p>
	Bounty Hunter	<p>Wake any player with a Townsfolk character:</p> <p>Show them the YOU ARE token, & a thumbs down. Put them back to sleep.</p> <p>Turn their token upside-down. (This shows they are evil.)</p> <p>Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. ☹</p>
	Butler	<p>The Butler chooses a player. ☹</p>
	Dawn	<p>Wait a few seconds. Call for eyes open.</p>

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Poisoner	The Poisoner chooses a player. ☹
	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.
	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).
	Kazali	The Kazali chooses a player. ☹
	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. ☹
	No Dashii	The No Dashii chooses a player. ☹
	Imp	The Imp chooses a player. ☹ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	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.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	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. ☹
	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 & immediately say who died.