

TOWNSFOLK



Steward

You start knowing
1 good player.



Investigator

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



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.



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.



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.



Tea Lady

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



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.



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.



Godfather

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]



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)



Shabalothe

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



Vortex

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



Fang Gu

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]



Riot

On day 3, Minions become Riot
& nominees die but nominate an alive player immediately.
This must happen.

*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.



Poisoner

The Poisoner chooses a player. ☹



Godfather

Show the character tokens of all in-play Outsiders.



Spy

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



Steward

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



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.



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**).



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.

**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).

**Fang Gu**

The Fang Gu chooses a player. ☹ If they chose an Outsider (once only):
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☹

**Vortex**

The Vortex chooses a player. ☹

**Godfather**

If an Outsider died today, the Godfather chooses a player. ☹

**Ravenkeeper**

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

**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**).

**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.