

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.



**Washerwoman**

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



**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.



**Innkeeper**

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



**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.



**Nightwatchman**

Once per game, at night, choose a player: they learn you are the Nightwatchman.



**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.



**Fool**

The first time you die, you don't.

OUTSIDERS



**Butler**

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



**Ogre**

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



**Drunk**

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



**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.



**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]



**Xaan**

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

DEMONS



**Imp**

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



**Fang Gu**

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

\*Not the first night



Dusk

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

Xaan

Add the **NIGHT** reminder token that matches the current night. ☉  
On the night that equals the number of Outsiders in play when the game began:  
Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.

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. ☉

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.

Chef

Give a finger signal.



Empath

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. ☉



Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉

Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.

Dawn

Wait a few seconds. Call for eyes open.