


















◀ Townsfolk ▶







Laundry Hand		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.)
Investigator		You start knowing that 1 of 2 players is a particular Minion.
Chef		You start knowing how many pairs of evil players there are.
Empath		Each night, you learn how many of your 2 alive neighbours are evil.
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.
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.
Ravenkeeper		If you die at night, you are woken to choose a player: you learn their character.
Virgin		The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
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.
Mayor		If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.


◀ Outsiders ▶

Butler		Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
Drunk		You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
Recluse		You might register as evil & as a Minion or Demon, even if dead.
Saint		If you are executed, 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.
Confidante		If there are 5 or more players alive (Travellers don't count) & the Demon dies, you become the Demon.
Baron		There are extra Outsiders in play. [+2 Outsiders]

◀ Demons ▶

Imp		Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
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* Not the first night.

Clouds roll in over Ravenswood Bluff, engulfing this sleepy town and its superstitious inhabitants in foreboding shadow. Freshly washed clothes dance eerily on lines strung between cottages. Chimneys cough plumes of smoke into the air. Exotic scents waft through cracks in windows and under doors, as hidden cauldrons lay bubbling. An unusually warm autumn breeze wraps around vine-covered walls and whispers ominously to those brave enough to walk the cobbled streets.

Anxious mothers call their children home from play as thunder begins to clap on the horizon. If you listen more closely, however, noises stranger still can be heard echoing from the neighbouring forest. Under the watchful eye of a looming monastery, silhouetted figures skip from doorway to doorway.

Those who can read the signs know there is...



Character Counts

	<i>Players, Townsfolk, Outsiders, Minions, Demons</i>										
Total Residents	5	6	7	8	9	10	11	12	13	14	15+
Townsfolk	3	3	5	5	5	7	7	7	9	9	9
Outsiders	0	1	0	1	2	0	1	2	0	1	2
Minions	1	1	1	1	1	2	2	2	3	3	3
Demons	1	1	1	1	1	1	1	1	1	1	1

First Night















Confirm all players have eyes closed.
Wait approximately 10 seconds.
Each Traveller with a first-night ability acts.

	Minion info	? If this game has 7 or more players: • If more than one Minion, they all make eye contact with each other. • Show the “This is the Demon” card. Point to the Demon.
	Demon info	? If this game has 7 or more players: • Show the “These are your minions” card. Point to each Minion. • Show the “These characters are not in play” card. Show 3 character tokens of good characters not in play.
	Poisoner	The Poisoner points to a player. That player is poisoned. ○
	Spy	Show the Grimoire to the Spy for as long as they need.
	Laundry Hand	○○ Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
	Librarian	○○ If there are any Outsiders in play: • Show the character token of an Outsider in play. Point to two players, one of which is that character. Otherwise: • Show the hand signal for number “zero”.
	Investigator	○○ Show the character token of a Minion in play. Point to two players, one of which is that character.
	Chef	Show the hand signal (“0”, “1”, “2”, etc.) for the number of pairs of evil players neighbouring each other.
	Empath	Show the hand signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
	Fortune Teller	The Fortune Teller points to two players. Show the head signal (nod “yes”, shake “no”) for whether one of those players is a Demon or is marked “Decoy”; “yes” in both cases, “no” otherwise.
	Butler	The Butler points to a player. Mark that player as “Master”. ○
	Dawn	Wait approximately 10 seconds. Call for eyes open; immediately announce which players (if anyone) died.
		Turn this night sheet over, to show the Other Nights sequence.

Other Nights



	Dusk	☹️ Confirm all players have eyes closed. Wait approximately 10 seconds. Each Traveller with a night ability 👁 acts. ☹️
	Poisoner	The previous "Poisoned" player is no longer poisoned. ○ 👁 The Poisoner points to a player. ☹️ That player is poisoned. ○
	Monk	The previous "Protected" player is no longer protected. ○ 👁 The Monk points to a player not themselves. ☹️ Mark that player "Protected". ○
	Spy	👁 Show the Grimoire to the Spy for as long as they need. ☹️
	Confidante	? When the Confidante becomes the Demon, then tonight: • 👁 Show the "You are" card, then the Demon character token. ☹️
	Imp	👁 The Imp points to a player. ☹️ That player dies. ○ If the Imp chose themself: • Replace the character token of 1 alive Minion with a spare Imp token. ○ • 👁 Wake the new Imp. Show the "You are" card, then the Imp token. ☹️
	Ravenkeeper	? When the Ravenkeeper died tonight: • 👁 The Ravenkeeper points to a player. Show that player's character token. ☹️
	Undertaker	? If a player died by executed today: • 👁 Show that player's character token. ☹️
	Empath	👁 Show the hand signal (0, 1, 2) for the number of evil alive neighbours of the Empath. ☹️
	Fortune Teller	👁 The Fortune Teller points to two players. Show the head signal (nod "yes", shake "no") for whether one of those players is a Demon or is marked "Decoy"; "yes" in both cases, "no" otherwise. ☹️
	Butler	👁 The Butler points to a player. ☹️ Mark that player as "Master". ○
	Dawn	Wait approximately 10 seconds. Call for eyes open; immediately announce which players (if anyone) died.