Everyone Can Play *by Ben Burns*

TOWNSFOLK



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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.



Empath
Each night, you learn how many of your 2 alive neighbors are evil.



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



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Fool
The 1st time you die, you don't.



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.

OUTSIDERS



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 die by execution, your team loses.



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINIONS



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



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



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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.)

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

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FIRST NIGHT


Dusk


Minion Info


Demon Info


Poisoner


Devil's Advocate


Librarian


Empath


Fortune Teller


Grandmother


Clockmaker


Spy


Dawn

PLAYERS	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

OTHER NIGHTS


Dawn


Spy


Undertaker


Fortune Teller


Empath


Ravenkeeper


Grandmother


Moonchild


Assassin


Imp


Scarlet Woman


Devil's Advocate


Monk


Gambler


Poisoner


Dusk

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FIRST NIGHT

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Dusk	Start the Night Phase.
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.
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. ●
Devil's Advocate	The Devil's Advocate chooses a living player. ●
Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
Empath	Give a finger signal.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Grandmother	Point to the grandchild player & show their character token.
Clockmaker	Give a finger signal.
Spy	Show the Grimoire for as long as the Spy needs.
Dawn	Wait for a few seconds. End the Night Phase.

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OTHER NIGHTS

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Dusk	Start the Night Phase.
Poisoner	The Poisoner chooses a player. ●
Gambler	The Gambler chooses a player & a character. ●
Monk	The Monk chooses a player. ●
Devil's Advocate	The Devil's Advocate chooses a living player. ●
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
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.
Assassin	The Assassin might choose a player. ● ●
Moonchild	If the Moonchild is due to kill a good player, they die. ●
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ●
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Empath	Give a finger signal.
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.
Spy	Show the Grimoire for as long as the Spy needs.
Dawn	Wait for a few seconds. End the Night Phase.

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