

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.



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.



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.



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.



Slaver

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.



Mayor

If only 3 players live & no execution occurs, your team wins.

If you die at night, another player might die instead.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



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.



Zealot

If 5 or more players are alive, you must vote for every nomination.



Poisoner

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



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]



Imp

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



Ojo

Each night*, choose a character: they die.

If they are not in play,
the Storyteller chooses who dies.



Lord Of Typhon

Each night*, choose a player: they die.

[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]



Al-Hadikhia

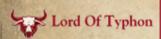
Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



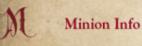


Dusk

Check that all eyes are closed. Some Travellers & Fabled act.

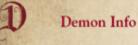


Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



If there are 7 or more players, wake all Minions:

Show the THIS IS THE DEMON token. Point to the Demon.



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. @



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.



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Clockmaker

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.

