

# 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.



### Grandmother

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



# 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.



# Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



#### Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins



## 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.



## 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.



#### Butler

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



#### Daniel

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.



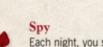
## Saint

If you die by execution, your team loses.



### Godfather

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



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



# 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)



#### Imp

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



# Riot 60 Z A 🛡 🔑

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

<b>©</b>	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
D	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.
	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.
260	Godfather	Show the character tokens of all in-play Outsiders.
	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
*	Butler	The Butler chooses a player. <b>⊚</b>
60)	Grandmother	Point to the grandchild player & show their character token.
	Clockmaker	Give a finger signal.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
475	Spy	Show the Grimoire to the Spy for as long as they need.
8	Dawn	Wait a few seconds. Call for eyes open.

