

### 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.



#### 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.



#### Sam

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)



#### 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.



#### Shabaloth

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



## Legion P

Each night\*, a player might die.

Executions fail if only evil voted.

You register as a Minion too. [Most players are Legion]



# Lord Of Typhon

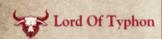
Each night\*, choose a player: they die.

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



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.



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.



Poisoner

The Poisoner chooses a player. @



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).



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

Wait a few seconds. Call for eyes open.

