

**Noble**

You start knowing 3 players,  
1 and only 1 of which is evil.

**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.

**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.

**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.

**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.

**Atheist**

The Storyteller can break the game rules,  
and if executed, good wins, even if you are dead.  
[No evil characters]

**Lunatic**

You think you are a Demon, but you are not.  
The Demon knows who you are  
& who you choose at night.

**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.

**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.

**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]

**Kazali**

Each night\*, choose a player: they die.  
[You choose which players are which Minions.  
-? to +? Outsiders]

**Po**

Each night\*, you may choose a player: they die.  
If your last choice was no-one,  
choose 3 players tonight.

**Legion**

Each night\*, a player might die.  
Executions fail if only evil voted.  
You register as a Minion too. [Most players are Legion]

\*Not the  
first night





## Dusk

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



## Kazali

The Kazali points at a player and a Minion on the character sheet.  
Replace their old character token with the Minion token. Wake the player.  
Show them the **You Are** info token then the Minion character token, and give a thumbs down.  
Repeat until the normal number of Minions exist.  
Put the Kazali to sleep.



## Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



## Lunatic

If there are 7 or more players, wake the Lunatic:  
Show the **THESE ARE YOUR MINIONS** token. Point to any players.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.  
Put the Lunatic to sleep. Wake the Demon.  
Show the **YOU ARE** info token and the Demon token.  
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



## 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.



## Empath

Give a finger signal.



## Fortune Teller

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



## Noble

Point to all three players marked **KNOW**.



## Spy

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



## Dawn

Wait a few seconds. Call for eyes open.





Dusk

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



Poisoner

The Poisoner chooses a player. ☹



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Lunatic

Do whatever needs to be done to simulate the Demon acting.  
Put the Lunatic to sleep. Wake the Demon.  
Show the Lunatic token & point to them, then their target(s).



Legion

You may decide a player that dies. (Once per living Legion) ☹



Po

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☹ or ☹☹(\*)



Kazali

The Kazali chooses a player. ☹



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 to the Spy for as long as they need.



Dawn

Wait a few seconds. Call for eyes open &amp; immediately say who died.