

## Steward

You start knowing 1 good player.



#### 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.



#### 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.



#### Gambler

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



#### Monk

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



#### Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



### 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.



## 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.



#### Butler

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



# 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.



## Saint

If you die by execution, your team loses.



#### 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]



#### lmp

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



## Vigormortis

Each night\*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. I-1 Outsider



## Fang Gu 🐿

Each night\*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]



## Lord Of Typhon

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

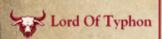
[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]





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.



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.



Sailor

The Sailor chooses a living player. @



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. O Put the Widow to sleep.

Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder. @



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).



Butler

The Butler chooses a player. @



Steward

Point to the player marked KNOW. @



Dawn

Wait a few seconds. Call for eyes open.

(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Ł.	Sailor	The Sailor chooses a living player.
1	Poisoner	The Poisoner chooses a player. ◎
	Gambler	The Gambler chooses a player & a character.
Z	Monk	The Monk chooses a player. ◎
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
0	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).
Ψ	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.
3	Fang Gu	The Fang Gu chooses a player.  If they chose an Outsider (once only):  Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.  Show the YOU ARE and Fang Gu tokens & give a thumbs-down.
4	Lord Of Typhon	The Lord of Typhon chooses a player. ◎
*	Vigormortis	The Vigormortis chooses a player. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊚
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<b>\$</b>	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Undertaker	If a player was executed today, show their character token.
*	Butler	The Butler chooses a player. ◎
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.