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]

Imp
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. [-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.
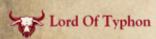+1 Minion. -? to +? Outsiders]

*Not the
first night

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

Lord Of Typhon — 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.

Lord Of Typhon — 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. ◎ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎

Steward — Point to the player marked **KNOW**. ◎

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. ◎

Dawn — Wait a few seconds. Call for eyes open.

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

Sailor — The Sailor chooses a living player. ◉

Poisoner — The Poisoner chooses a player. ◉

Monk — The Monk chooses a player. ◉

Gambler — The Gambler chooses a player & a character. ◉

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).

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. ◉

Vigormortis — The Vigormortis chooses a player. ◉ If that player is a Minion, poison a neighboring Townsfolk. ◉◉

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.

Lord Of Typhon — The Lord of Typhon 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.

Butler — The Butler chooses a player. ◉

Dawn — Wait a few seconds. Call for eyes open & immediately say who died.