

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.)



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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.



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.



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.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



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.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Sweetheart

When you die, 1 player is drunk from now on.



Saint

If you die by execution, your team loses.



Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



Marionette

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



Scarlet Woman 🌯

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

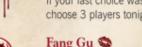


Baron

There are extra Outsiders in play. [+2 Outsiders]



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





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



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



Leviathan 🚨 🕮 💔 🔑

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.



| © | 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 THIS IS THE DEMON 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. |
| M | Marionette | Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep. |
| | 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. |
| MAN | Washerwoman | Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players. |
| 4 | 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. |
| 9 | 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. ◎ |
| 瓜 | Shugenja | Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction. |
| | Dawn | Wait a few seconds. Call for eyes open. |
| * | Leviathan | Mark the Leviathan with the DAY 1 reminder. |
| | 15 10 15 15 15 15 15 15 15 15 15 15 15 15 15 | |

Scarlet Woman

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

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Legion

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

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Po

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



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.

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Sweetheart

If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. @



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.



Leviathan

Mark the Leviathan with either the DAY 2, DAY 3, DAY 4, or DAY 5 reminder. @