

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.



Monk

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



Village Idiot

Each night, choose a player: you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]



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.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Soldier

You are safe from the Demon.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Tea Lady

If both your alive neighbors are good, they can't die.



Mayor

If only 3 players live & no execution occurs, your team wins.

If you die at night, another player might die instead.



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.



Snitch

Each Minion gets 3 bluffs.



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead,



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Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Baron

There are extra Outsiders in play.

[+2 Outsiders]



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Vigormortis

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

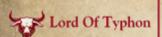


Lord Of Typhon

Each night*, choose a player: they die.

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





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.

Snitch

Repeat the following process for each Minion:

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

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.

Evil Twin

Wake both twins. Allow eye contact.

Show the good twin's character token to the Evil Twin &vice versa.

Cerenovus

The Cerenovus chooses a player & a character. O Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token

Pukka

The Pukka 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.



Fortune Teller

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

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Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



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 & Fabled act.
*	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
Z	Monk	The Monk chooses a player. ◎
\$	Cerenovus	The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
V	Pukka	The Pukka chooses a player. The previously poisoned player dies then becomes healthy.
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.
8	Ojo	The Ojo points to a role. If a player has that role, they die. If the role is out of play, the Storyteller chooses any number of players that die. ■
949	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
İ	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	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.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
-3	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.