

Steward

You start knowing 1 good player.



### 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.



## 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.



### Monk

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.



### 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.



# Cannibal ?

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



### Farmer

If you die at night, an alive good player becomes a Farmer.



### 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.



### Butler

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



# Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



### 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.



# Spy —

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



# 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.



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



### 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]



### Legion

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



# Leviathan 🚨 🛰 🕮 😲



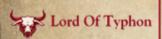
If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.





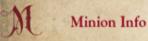
Dusk

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



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.



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



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. @



**Evil Twin** 

Wake both twins. Allow eye contact.

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



Washerwoman

Show the Townsfolk character token. Point to both the TOWNSFOLK 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).



Butler

The Butler chooses a player. @



Steward

Point to the player marked KNOW. @



Spy

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



Ogre

The Ogre points to a player:

If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.



Leviathan

Mark the Leviathan with the DAY 1 reminder. @

(2)	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.
*	Poisoner	The Poisoner chooses a player. ◎
Z	Monk	The Monk chooses a player. ◎
*	Legion	You may decide a player that dies. (Once per living Legion) <b>⊚</b>
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.
×	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer 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. <b>⊚</b>
-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.
<b>®</b>	Leviathan	Mark the Leviathan with either the DAY 2, DAY 3, DAY 4, or DAY 5 reminder.