

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.



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Bounty Hunter

You start knowing 1 evil player.

If the player you know dies, you learn another
evil player tonight. [1 Townsfolk is evil]



Undertaker

Each night*, you learn which character died by execution today.



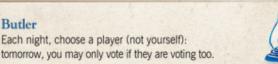
Empath

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.





Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Spy N

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



Widow &

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



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.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Damsel

All Minions know you are in play.

If a Minion publicly guesses you (once),
your team loses.



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]



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]



1.000		
	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:
بہا	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.
44		
N	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token, Point to the Demon.
		order the fill to the belief total. Folk to the senten.
		If there are 7 or more players, wake the Lunatic:
	Y	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.
	Lunatic	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.
(())		Show the Grimoire for as long as the Widow needs.
	Widow	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. ©
		wake any good player. Show them the wickw token, Put them to sleep, wank them with the KNOWS reminioer.
**	Evil Twin	Wake both twins. Allow eye contact.
रिंग		Show the good twin's character token to the Evil Twin &vice versa.
1 lb	Damsel	Wake each Minion. Show the Damsel token.
PHAN	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
Vu-	THE WORLD	one the formation character to the first to both the formation and minora players.
	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
(%)	Empath	Give a finger signal.
A		Give a miger signar.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
3,6		
	Butler	The Butler chooses a player. ⊚
*	Dutier	The batter chooses a player.
63		
(%)	Clockmaker	Give a finger signal.
4		
	Balloonist	Point to a player (alive or dead).
P	Danoonist	Place the SEEN token next to the shown player.
		Wake any player with a Townsfolk character:
TO TO	Bounty Hunter	Show them the YOU ARE token, & a thumbs down. Put them back to sleep.
		Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player.
4-1	Spy	Show the Grimoire to the Spy for as long as they need.

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Dawn

Wait a few seconds. Call for eyes open.