

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.



Oracle

Each night*, you learn how many dead players are 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.



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.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Sage

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



Mayor

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



Fool

The first time you die, you don't.



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.



Drunk

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



Recluse

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



If you die by execution, your team loses.



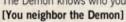
Spy

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



Marionette 🤗

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





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*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Riot 🙇 🗓 🕮

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.



	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.
Man	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
(2)	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. ⊚
9	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player.
43	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.
Z	Monk	The Monk chooses a player. ⊚
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
Ψ	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.
İ	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
(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.
R	Oracle	Give a finger signal.
9	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player.
*	Butler	The Butler chooses a player. ◎
4	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.