

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.



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.



you learn that it is 1 of 2 players.

Sage

Slayer

Cannibal ?

Once per game, during the day,

If they are evil, you are poisoned

until a good player dies by execution.

publicly choose a player: if they are the Demon, they die.

If the Demon kills you,

Mayor

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

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

You have the ability of the recently killed executee.



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.



Plague Doctor 🗷 🗞 😏

If you die, the Storyteller gains a Minion ability.



Saint

If you die by execution, your team loses.



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Spy

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



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]



Imp

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



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Lord Of Typhon

Each night*, choose a player: they die.

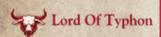
[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]



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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.



Minion Info

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.



Mezepheles

Show a single word on a piece of paper, phone, or other device.



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.



Balloonist

Point to a player (alive or dead).

Place the SEEN token next to the shown player.



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. ◎
R.	Mezepheles	If a player is marked with the TURNS EVIL reminder: Wake them. Show the YOU ARE info token then give a thumbs down. Put them to sleep. Turn their character token upside down. (This shows they are now evil.) Mark the Mezepheles with the NO ABILITY reminder.
	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.
a de la companya della companya della companya de la companya della companya dell	Zombuul	If no one died today, the Zombuul chooses a player. ⊚
9	Vortox	The Vortox chooses a player. ⊚
A.	Lord Of Typhon	The Lord of Typhon chooses a player. ⊚
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
À	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
(2)	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
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. ⊚
43	Spy	Show the Grimoire to the Spy for as long as they need.
8	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.