

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



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.



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.



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Mayor

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

OUTSIDERS



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.



Saint

If you die by execution, your team loses.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINIONS



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



Baron

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

DEMONS



Imp

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



Ojo

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



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]



Leviathan

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

*Not the first night



Dusk

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



Lord Of Typhon

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.



Poisoner

The Poisoner chooses a player. ☹



Courtier

The Courtier might choose a character. ☹☹



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.

Chef

Give a finger signal.



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. ☹



Dawn

Wait a few seconds. Call for eyes open.



Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☹

Vizier

Declare that the Vizier is in play, and which player it is.

**Dusk**

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

**Poisoner**

The Poisoner chooses a player. ☉

**Courtier**

The Courtier might choose a character. ☉☉

**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.**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.

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☉

**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. ☉

**Barber**

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens
 If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**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.

**Butler**

The Butler chooses a player. ☉

**Dawn**

Wait a few seconds. Call for eyes open & immediately say who died.

**Leviathan**Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☉