

**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.

**Grandmother**

You start knowing a good player & their character. If the Demon kills them, you die too.

**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.

**Soldier**

You are safe from the Demon.

**Ravenkeeper**

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

**Choirboy**

If the Demon kills the King, you learn which player is the Demon.  
[+ the King]

**Tea Lady**

If both your alive neighbors are good, they can't die.

**Virgin**

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

**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.

**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

**Saint**

If you die by execution, your team loses.

**Poisoner**

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

**Marionette**

You think you are a good character but you are not. The Demon knows who you are.  
[You neighbor the Demon]

**Mastermind**

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

**Baron**

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

**Ojo**

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

**Fang Gu**

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

**Legion**

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

**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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|  | <b>Dusk</b>           | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | <b>Lord Of Typhon</b> | Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:<br>Show each of these players a unique Minion token, and give a thumbs down.<br>Replace these players' good character tokens with these Minion tokens and put these players to sleep.<br>Then, do the Minion Info and Demon Info steps as normal. |
|  | <b>Minion Info</b>    | If there are 7 or more players, wake all Minions:<br>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.  |
|  | <b>Demon Info</b>     | If there are 7 or more players, wake the Demon:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.  |
|  | <b>Marionette</b>     | Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> & show the Marionette character token.<br>Put the Demon to sleep.  |
|  | <b>Poisoner</b>       | The Poisoner chooses a player. ☺   |
|  | <b>Investigator</b>   | Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.   |
|  | <b>Chef</b>           | Give a finger signal.  |
|  | <b>Empath</b>         | Give a finger signal.  |
|  | <b>Fortune Teller</b> | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).   |
|  | <b>Grandmother</b>    | Point to the grandchild player & show their character token.   |
|  | <b>Balloonist</b>     | Point to a player (alive or dead).<br>Place the <b>SEEN</b> token next to the shown player. ☺  |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open.  |

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|--|-----------------------|---|
|  | <b>Dusk</b>           | Check that all eyes are closed. Some Travellers & Fabled act.   |
|  | <b>Poisoner</b>       | The Poisoner chooses a player. ⚡  |
|  | <b>Monk</b>           | The Monk chooses a player. ⚡  |
|  | <b>Legion</b>         | You may decide a player that dies. (Once per living Legion) ⚡   |
|  | <b>Fang Gu</b>        | The Fang Gu chooses a player. ⚡ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ⚡ |
|  | <b>Lord Of Typhon</b> | The Lord of Typhon chooses a player. ⚡  |
|  | <b>Ojo</b>            | 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. ⚡  |
|  | <b>Choirboy</b>       | If the Demon killed the King, wake the Choirboy. Point to the Demon player.   |
|  | <b>Grandmother</b>    | If the grandchild was killed by the Demon, the Grandmother dies too. ⚡  |
|  | <b>Ravenkeeper</b>    | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.  |
|  | <b>Empath</b>         | Give a finger signal.   |
|  | <b>Fortune Teller</b> | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).  |
|  | <b>Undertaker</b>     | If a player was executed today, show their character token.   |
|  | <b>Balloonist</b>     | 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. ⚡  |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open & immediately say who died.  |