

**Steward**

You start knowing  
1 good player.

**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.

**Town Crier**

Each night\*, you learn  
if a Minion nominated today.

**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.

**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.

**Banshee**

If the Demon kills you, all players learn this.  
From now on, you may nominate twice per day  
and vote twice per nomination.

**Mayor**

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

**Butler**

Each night, choose a player (not yourself):  
tomorrow, you may only vote if they are voting too.

**Recluse**

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

**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.

**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)

**Spy**

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

**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.

**Lil' Monsta**

Each night, Minions choose  
who babysits Lil' Monsta & 'is the Demon'.  
Each night\*, a player might die. [+1 Minion]

**Ojo**

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

**Vortex**

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

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: 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: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Lil' Monsta</b>	Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☺
	<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>Butler</b>	The Butler chooses a player. ☺
	<b>Steward</b>	Point to the player marked <b>KNOW</b> . ☺
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.