

**Steward**

You start knowing
1 good player.

**Knight**

You start knowing 2 players
that are not the Demon.

**Chef**

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

**Librarian**

You start knowing that 1 of 2 players
is a particular Outsider. (Or that zero are in play.)

**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.

**Sailor**

Each night, choose an alive player:
either you or they are drunk until dusk.
You can't die.

**Dreamer**

Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.

**Exorcist**

Each night*, choose a player (different to last night):
the Demon, if chosen, learns who you are
then doesn't wake tonight.

**Alsaahir**

Once per day, if you publicly guess
which players are Minion(s) and which are Demon(s),
good wins.

**Cannibal**

You have the ability of the recently killed executee.
If they are evil, you are poisoned
until a good player dies by execution.

**Sage**

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

**Fool**

The first time you die,
you don't.

**Goon**

Each night, the 1st player to choose you
with their ability is drunk until dusk.
You become their alignment.

**Lunatic**

You think you are a Demon, but you are not.
The Demon knows who you are
& who you choose at night.

**Drunk**

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

**Damsel**

All Minions know you are in play.
If a Minion publicly guesses you (once),
your team loses.

**Psychopath**

Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.

**Widow**

On your 1st night, look at the Grimoire
& choose a player: they are poisoned.
1 good player knows a Widow is in play.

**Marionette**

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

**Scarlet Woman**

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

**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.

**Vigormortis**

Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]

**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]

*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.



Lunatic

If there are 7 or more players, wake the Lunatic:
Show the **THESE ARE YOUR MINIONS** token. Point to any players.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
Put the Lunatic to sleep. Wake the Demon.
Show the **YOU ARE** info token and the Demon token.
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



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.



Sailor

The Sailor chooses a living player. ☉



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.



Widow

Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ☉ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☉



Damsel

Wake each Minion. Show the Damsel token.



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Chef

Give a finger signal.



Empath

Give a finger signal.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Steward

Point to the player marked **KNOW**. ☉



Knight

Point to the two players marked **KNOW**. ☹☹



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.

**Sailor**

The Sailor chooses a living player. ☉

**Scarlet Woman**If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.**Lunatic**

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).

**Exorcist**The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.**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. ☉

**Vigormortis**

The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☹☹

**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. ☉

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Damsel**

TBD

**Empath**

Give a finger signal.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Oracle**

Give a finger signal.

**Dawn**

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