

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.



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



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



Lunatic

Goon

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



but you are not.

Dreamer

Exorcist

Philosopher

Juggler

Sage

Fool

you don't.

Drunk

On your 1st day,

If the Demon kills you,

The first time you die,

you learn that it is 1 of 2 players.

1 of which is correct.

then doesn't wake tonight.

Once per game, at night,

Each night, choose a player (not yourself or Travellers):

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are

choose a good character: gain that ability. If this character is in play, they are drunk.

publicly guess up to 5 players' characters.

That night, you learn how many you got correct.

you learn 1 good and 1 evil character,

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

You think you are a Townsfolk character,

You do not know you are the Drunk.



Spy 👠

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



Marionette &

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



Psychopath

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

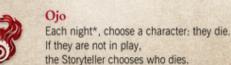


Scarlet Woman

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



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





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]



	No. of the local district of the local distr	
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
ا بگ	ord 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.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
M	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.
D	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.
L.	Sailor	The Sailor chooses a living player.
M	Marionette	Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.
1	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.
E	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
圔	Steward	Point to the player marked KNOW. ⊚
-	Knight	Point to the two players marked KNOW. ⊚⊚
4	Spy	Show the Grimoire to the Spy for as long as they need.
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Dawn

Wait a few seconds. Call for eyes open.

©	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
Ł.	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.
0	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.
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.
¥	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. ⊚⊚
8	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. ■
À	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
N.	Damsel	TBD
(Empath	Give a finger signal.
3	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
R	Oracle	Give a finger signal.
20	Juggler	Give a finger signal.
4	Spy	Show the Grimoire to the Spy for as long as they need.
2	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.