

**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.

**Clockmaker**

You start knowing how many steps from the Demon to its nearest Minion.

**Undertaker**

Each night\*, you learn which character died by execution today.

**Monk**

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.

**Sailor**

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

**Balloonist**

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]

**Dreamer**

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

**Cult Leader**

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.

**Alsaahir**

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

**Nightwatchman**

Once per game, at night, choose a player: they learn you are the Nightwatchman.

**Ravenkeeper**

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

**Tea Lady**

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

**Butler**

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

**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.

**Saint**

If you die by execution, your team loses.

**Spy**

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

**Assassin**

Once per game, at night\*, choose a player: they die, even if for some reason they could not.

**Widow**

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

**Scarlet Woman**

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

**Vigormortis**

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

**Lleech**

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

**Riot**

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

\*Not the first night



Dusk

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



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. ☉



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☉



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. ☉



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



Butler

The Butler chooses a player. ☉



Clockmaker

Give a finger signal.



Dreamer

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



Balloonist

Point to a player (alive or dead).  
Place the **SEEN** token next to the shown player. ☉



Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
Put the Cult Leader back to sleep.  
Turn the Cult Leader token upside-down. (This shows their alignment.)



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

Wait a few seconds. Call for eyes open.