

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.



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Librarian

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



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.



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.



Mayor

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



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.



Saint

If you die by execution, your team loses.



Zealot

If 5 or more players are alive, you must vote for every nomination.



Poisoner

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



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



Scarlet Woman

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



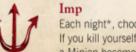
Baron

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



Kazali 🐯

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Legion P

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



05	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
9	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
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.
1	Poisoner	The Poisoner chooses a player. ◎
43	Spy	Show the Grimoire to the Spy for as long as they need.
MHMY	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
4	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
*	Chef	Give a finger signal.
©	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Dawn	Wait a few seconds. Call for eyes open.



Dusk Check that all eyes are	closed. Some Travellers & Fabled act.
Poisoner The Poisoner chooses	a player. ⊚
Monk The Monk chooses a p	layer. ⊚
Spy Show the Grimoire to	he Spy for as long as they need.
arlet Woman If the Scarlet Woman	secame the Demon today, show them the YOU ARE token, then the Demon token.
Kazali The Kazali chooses a	layer.
No Dashii The No Dashii choose	a player.
Imp Replace 1 alive Min Put the old Imp to	yer. If the Imp chose themselves: ion token with a spare Imp token. leep. Wake the new Imp. token, then show the Imp token.
Legion You may decide a play	er that dies, (Once per living Legion)
Ravenkeeper If the Ravenkeeper die	d tonight, the Ravenkeeper chooses a player. Show that player's character token.
Empath Give a finger signal.	
The Fortune Teller cho	oses 2 players. Nod if either is the Demon (or the RED HERRING).
Undertaker If a player was execut	d today, show their character token.
Dawn Wait a few seconds. C	all for eyes open & immediately say who died.
Ravenkeeper Empath Give a finger signal. If the Scarlet Woman Kazali The Kazali chooses a plane of the No Dashii choose Imp Replace 1 alive Min Put the old Imp to show the YOU ARI Legion You may decide a plane Find the Ravenkeeper die of the	layer. If the Imp chose themselves: ion token with a spare Imp token. Ideep. Wake the new Imp. token, then show the Imp token. Iter that dies. (Once per living Legion) In the Ravenkeeper chooses a player. Show that player's character token token, the Ravenkeeper chooses a player. Show that player's character token token.