

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.



Alsaahir

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



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.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Butler

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



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On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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.



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)



Baron

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



No Dashii

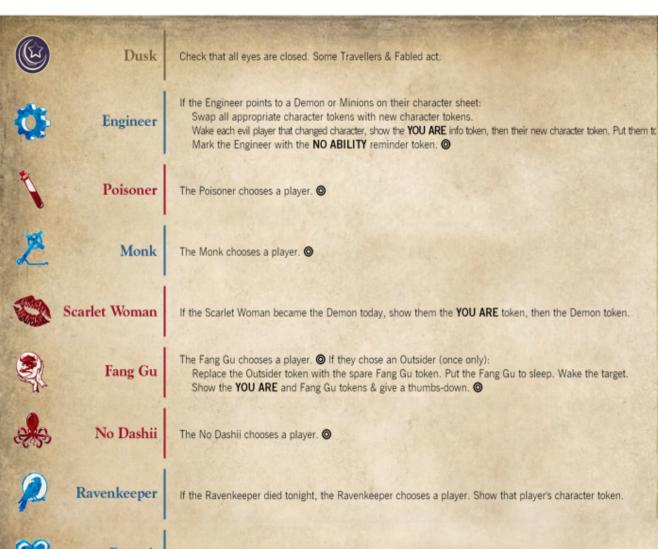
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Fang Gu 😂

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]

	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.
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.
Q	Engineer	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to Mark the Engineer with the NO ABILITY reminder token.
1	Poisoner	The Poisoner chooses a player. ◎
	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.
MHMM	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.
(2)	Empath	Give a finger signal.
*	Butler	The Butler chooses a player. ⊚
	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	Dawn	Wait a few seconds. Call for eyes open.



If a player was executed today, show their character token.



Undertaker

Butler The Butler chooses a player. @

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