

Chef

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



You start knowing 3 players, 1 and only 1 of which is evil.



Investigator

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



Librarian

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



Bounty Hunter &

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



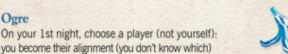
Undertaker

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.





Golem

even if drunk or poisoned.

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Klutz

Fortune Teller

Exorcist

Alsaahir

good wins.

Farmer

Sage

Tea Lady

they can't die.

If you die at night,

If the Demon kills you,

you learn that it is 1 of 2 players.

If both your alive neighbors are good,

Each night, choose 2 players:

you learn if either is a Demon.

then doesn't wake tonight.

Once per day, if you publicly guess

an alive good player becomes a Farmer.

There is a good player that registers as a Demon to you.

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

which players are Minion(s) and which are Demon(s),

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Widow

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



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



Boffin F -

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Kazali

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



Vigormortis

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



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



Lleech 1

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

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
	Boffin	Wake the Boffin and the Demon. Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token. Place this second character token by the Demon 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.
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	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.
	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.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Noble	Point to al three players marked KNOW.
60	Bounty Hunter	Wake any player with a Townsfolk character: Show them the YOU ARE token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. ⊚
-	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
8	Dawn	Wait a few seconds. Call for eyes open.

(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5	Innkeeper	The Innkeeper chooses 2 players.
	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 tokens.
*	Legion	You may decide a player that dies. (Once per living Legion) ◎
*	Vigormortis	The Vigormortis chooses a player. ❷ If that player is a Minion, poison a neighboring Townsfolk. ❷❷
1	Lleech	The Lleech chooses a player. Mark them with the DEAD token.
0	Kazali	The Kazali chooses a player. ⊚
İ	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
×	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Fortune Teller	The Fortune Teller chooses 2 players, Nod if either is the Demon (or the RED HERRING).
	Undertaker	If a player was executed today, show their character token.
00	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player.
8	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.