

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.



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]



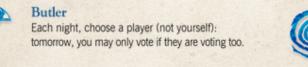
Undertaker

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



Empath

Each night, you learn how many of your 2 alive neighbours are evil.





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



Lunatic

Innkeeper

Sailor

Slayer

Sage

Virgin

You can't die.

Chambermaid

Each night*, choose 2 players:

Each night, choose an alive player:

Once per game, during the day,

if they are the Demon, they die.

you learn that it is 1 of 2 players.

The 1st time you are nominated,

if the nominator is a Townsfolk,

they are executed immediately.

publicly choose a player:

If the Demon kills you,

either you or they are drunk until dusk.

they can't die tonight, but 1 is drunk until dusk.

Each night, choose 2 alive players (not yourself):

you learn how many woke tonight due to their

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



Klutz

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



Spy -

Ogre

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



Baron

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



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & "is the Demon".
Each night*, a player might die. [+1 Minion]



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.



Vigormortis

Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-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.
	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.
P	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. ◎
	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the THESE ARE YOUR MINIONS token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them.
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.
MHAN	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	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.
(4)	Empath	Give a finger signal.
*	Butler	The Butler chooses a player. ⊚
	Clockmaker	Give a finger signal.
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. ⊚
न्	Spy	Show the Grimoire to the Spy for as long as they need.
-	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
2	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ◎
5	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
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).
*	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.
*	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them. Place the DEAD token beside any living player. ■
À	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
(Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their character token.
60	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.
*	Butler	The Butler chooses a player. ◎
43	Spy	Show the Grimoire to the Spy for as long as they need.
4	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.