

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.)



Empath

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



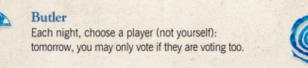
Monk

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



Sailor

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





Ogre

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



Lunatic

Mayor

your team wins.

Fortune Teller

Each night, choose 2 players:

you learn if either is a Demon.

Once per game, during the day,

if they are the Demon, they die.

you are woken to choose a player:

you learn their character.

publicly choose a player:

Soldier You are safe

from the Demon.

Ravenkeeper If you die at night,

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

Each day, you may make a public statement. Tonight, if it was true, a player dies.

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

If only 3 players live & no execution occurs,

If you die at night, another player might die instead.



Saint

If you die by execution, your team loses.



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



Poisoner

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



Spy -

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)



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



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:
	Lunatic	Show the THIS IS THE DEMON token. Point to the Demon. 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.
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
£	Sailor	The Sailor chooses a living player.
-	Poisoner	The Poisoner chooses a player.
2600	Godfather	Show the character tokens of all in-play Outsiders.
V	Pukka	The Pukka chooses a player. ⊚
AHAN	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.
	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).
**	Butler	The Butler chooses a player. ◎
3	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.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
L.	Sailor	The Sailor chooses a living player. ⊙
1	Poisoner	The Poisoner chooses a player, ⊚
Z	Monk	The Monk chooses a player. ◎
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
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).
The state of the s	Zombuul	If no one died today, the Zombuul chooses a player.
V	Pukka	The Pukka chooses a player. The previously poisoned player dies then becomes healthy. The Pukka chooses a player. The previously poisoned player dies then becomes healthy. The Pukka chooses a player. The previously poisoned player dies then becomes healthy. The previously previously poisoned player dies then becomes healthy. The previously previously previously poisoned player dies then becomes healthy. The previously prev
•	Shabaloth	A previously chosen player might be resurrected. The Shabaloth chooses 2 players.
	Fang Gu	The Fang Gu chooses a player. If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down.
260	Godfather	If an Outsider died today, the Godfather chooses a player.
Q	Gossip	If the Gossip is due to kill a player, they die. ◎
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
(2)	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
*	Butler	The Butler chooses a player. ⊚
न्	Spy	Show the Grimoire to the Spy for as long as they need.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.