

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.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Soldier

You are safe from the Demon.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



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.



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.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Godfather

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



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



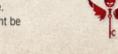
Scarlet Woman

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.



Vigormortis

Each night*, choose a player: they die.

Minions you kill keep their ability & poison 1

Townsfolk neighbor. [-1 Outsider]



Po

Each night*, you may choose a player: they die.
If your last choice was no-one,
choose 3 players tonight.



©	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.
260	Godfather	Show the character tokens of all in-play Outsiders.
香蕉	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
8	Cerenovus	The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
Man	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.
4	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
8	Dawn	Wait a few seconds. Call for eyes open.

(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Z	Monk	The Monk chooses a player. ◎
8	Cerenovus	The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Shabaloth	A previously chosen player might be resurrected. ③ The Shabaloth chooses 2 players. ◎④
**	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*
1	Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
260	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
\$MD\$	Barber	If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.
À	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
(2)	Empath	Give a finger signal.
	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.
*	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.