

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.



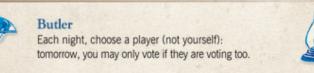
Empath

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



Innkeeper

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





Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Poisoner

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



Pit-Hag -

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



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.



No Dashii

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



Shabaloth

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



Lil' Monsta

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



Fang Gu

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





Fortune Teller

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

Each night, choose 2 players:

you learn if either is a Demon.

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



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.



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



Recluse You might register as evil & as a Minion or Demon, even if dead.



Saint

If you die by execution, your team loses.



[+2 Outsiders]



| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
|----------|----------------|---|
| - | Poisoner | The Poisoner chooses a player. ⊚ |
| 6 | Innkeeper | The Innkeeper chooses 2 players. |
| | Pit-Hag | The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new 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. 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. |
| | No Dashii | The No Dashii chooses a player. ◎ |
| 2 | 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. ■ |
| 2 | Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token. |
| 3 | 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. |
| * | Butler | The Butler chooses a player. ◎ |
| 8 | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |