

Steward

You start knowing 1 good player.



Investigator

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



Bounty Hunter

You start knowing 1 evil player.

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



Town Crier

Each night*, you learn if a Minion nominated today.



Innkeeper

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



Monk

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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.



Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Soldier

You are safe from the Demon.



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Tea Lady

If both your alive neighbors are good, they can't die.



Atheist

The Storyteller can break the game rules, and if executed, good wins, even if you are dead.

[No evil characters]



Butler 🕉

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Lumati

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



Sweetheart

When you die, 1 player is drunk from now on.



Saint

If you die by execution, your team loses.



Widow

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret.

Each night, choose if you are drunk until dusk.



Baron

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



Vortox 🟋

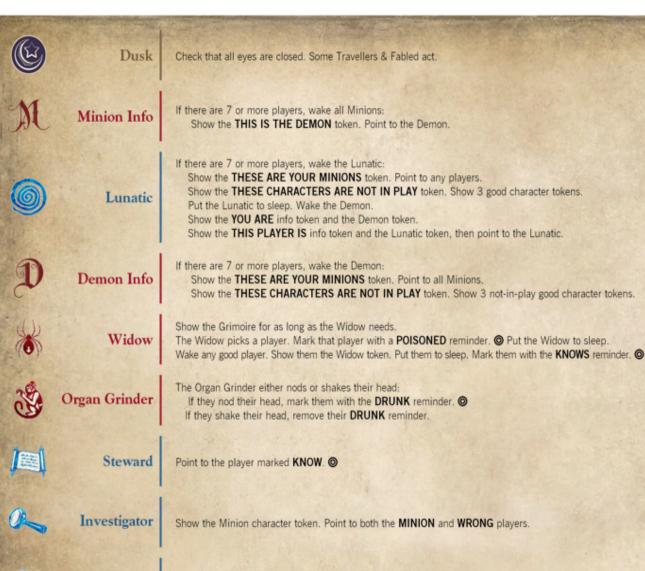
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Vigormortis

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





Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).

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. @

Butler

The Butler chooses a player. @

Dawn Wait a few seconds. Call for eyes open.

©	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5	Innkeeper	The Innkeeper chooses 2 players. ⊚©
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
*	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. If they shake their head, remove their DRUNK reminder.
6	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. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊙
9	Vortox	The Vortox chooses a player.
9.5	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
¥	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died.
2	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
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.
1	Town Crier	Either nod or shake your head.
*	Butler	The Butler chooses a player. ⊚
2	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.