

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.



Alsaahir

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



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.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Virgin

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



Butler

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



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.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Poisoner

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



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)



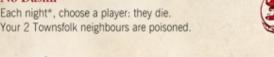
Baron

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



No Dashii

Your 2 Townsfolk neighbours are poisoned.





Fang Gu 🐿

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



Kazali 😽

Each night*, choose a player: they die. [You choose which players are which Minions, -? to +? Outsiders]



Lleech X

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
9	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
9	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
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.
1	Poisoner	The Poisoner chooses a player. ⊚
43	Spy	Show the Grimoire to the Spy for as long as they need.
L	Lleech	The Lleech picks a player. Mark them with the POISONED token.
Anny	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
4	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.
	Dawn	Wait a few seconds. Call for eyes open.

©	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
1	Poisoner	The Poisoner chooses a player. ⊚
Z	Monk	The Monk chooses a player. ◎
-3	Spy	Show the Grimoire to the Spy for as long as they need.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
9	Kazali	The Kazali chooses a player. ⊚
L	Lleech	The Lleech chooses a player. Mark them with the DEAD token. ⊚
3	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	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
*	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.
1	Butler	The Butler chooses a player. ⊚
	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.
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