

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.



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.



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

General

Each night, you learn which alignment

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

Each night, you become the alignment of an alive neighbor.

If all good players choose to join your cult, your team wins.

the Storyteller believes is winning:

Each night, choose 2 players: you learn if either is a Demon.

you are woken to choose a player:

If both your alive neighbors are good,

The 1st time you are nominated,

if the nominator is a Townsfolk,

they are executed immediately.

you learn their character.

good, evil, or neither.

Fortune Teller

Cult Leader

Ravenkeeper If you die at night,

Tea Lady

they can't die.

Virgin

If you die by execution, your team loses.



Zealot

If 5 or more players are alive, you must vote for every nomination.



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.



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.



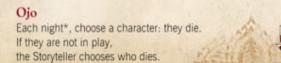
Baron

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



No Dashii

Each night*, choose a player: they die. 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]



Riot 🚨 🔑

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.



(2)	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.
£	Sailor	The Sailor chooses a living player. ◎
1	Poisoner	The Poisoner chooses a player. ⊚
香蕉	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
न्त	Spy	Show the Grimoire to the Spy for as long as they need.
MMM	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.
₩.	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Dawn	Wait a few seconds. Call for eyes open.



(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
E	Sailor	The Sailor chooses a living player.
1	Poisoner	The Poisoner chooses a player. ⊚
Z	Monk	The Monk chooses a player.
43	Spy	Show the Grimoire to the Spy for as long as they need.
	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. ◎
8	Ojo	The Ojo points to a role. If a player has that role, they die. If the role is out of play, the Storyteller chooses any number of players that die. ■
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
*	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	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.