

Chef

You start knowing how many pairs of evil players there are.



You start knowing 3 players, 1 and only 1 of which is evil.



Investigator

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



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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.



Lunatic

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



Saint

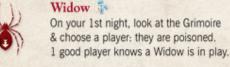
If you die by execution, your team loses.



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



On your 1st night, look at the Grimoire & choose a player: they are poisoned.





Shabaloth

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



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



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.



Ravenkeeper

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



Sage

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



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Zealot

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



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



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.



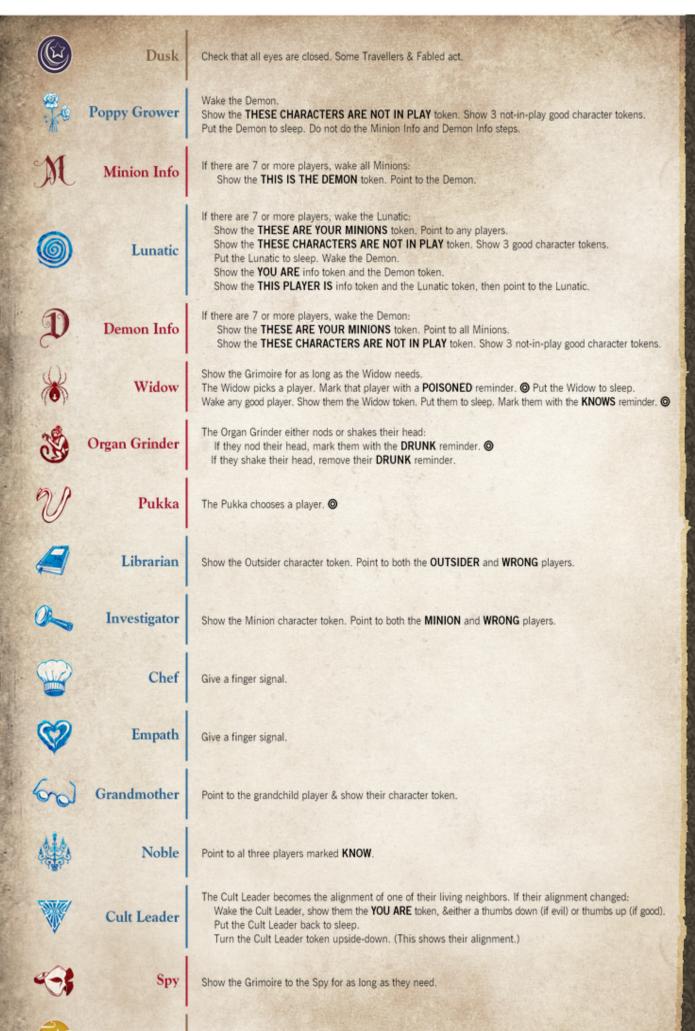
There are extra Outsiders in play. [+2 Outsiders]



Legion P

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]





Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Poppy Grower	If the Poppy Grower died today or tonight, & is marked with the EVIL WAKES reminder: Show the THIS IS THE DEMON info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the THESE ARE YOUR MINIONS info token, then point to the Minions. Put the Demon to slee
Z	Monk	The Monk chooses a player. ◎
*	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.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	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).
*	Legion	You may decide a player that dies. (Once per living Legion) ⊚
V	Pukka	The Pukka chooses a player. ③ The previously poisoned player dies then becomes healthy. ⑤
•	Shabaloth	A previously chosen player might be resurrected. The Shabaloth chooses 2 players.
À	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
60	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too.
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
(2)	Empath	Give a finger signal.
	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.)
43	Spy	Show the Grimoire to the Spy for as long as they need.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.