

Chef

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



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.)



Bounty Hunter

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



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.



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



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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.



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.



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.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]



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]



Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Leviathan 🚨 😲 🔑

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.



Legion 🥙

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



Minion Info If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. If there are 7 or more players, wake the Demon. Show the THISE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE ARE YOUR MINIONS token. Point to the Demon. Show the Marionette Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionethe character token. Put the Demon to sleep. The Preacher Preach			
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	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
2	Preacher	The Preacher chooses a player. If they choose a Minion: Put a PREACHED reminder token next to that Minion. Wake the chosen Minion. Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.
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.
湯	Legion	You may decide a player that dies. (Once per living Legion) 🎯
Ψ	Imp	The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.
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.
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.
*	Butler	The Butler chooses a player.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.
*	Leviathan	Mark the Leviathan with either the DAY 2, DAY 3, DAY 4, or DAY 5 reminder. ⊚