

Grandmother

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



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.



Acrobat

Each night*, choose a player: if they are drunk or poisoned, you die.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Preacher

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



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Tinker

You might die at any time.



Poisoner

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



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



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.



Scarlet Woman

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Shabaloth

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



Lleech

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



& nominees die but nominate an alive player immediately. This must happen.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Soldier

You are safe from the Demon.



Tea Lady

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



Poppy Grower

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



Pacifist

Executed good players might not die.



Klutz

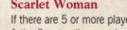
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Politician

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

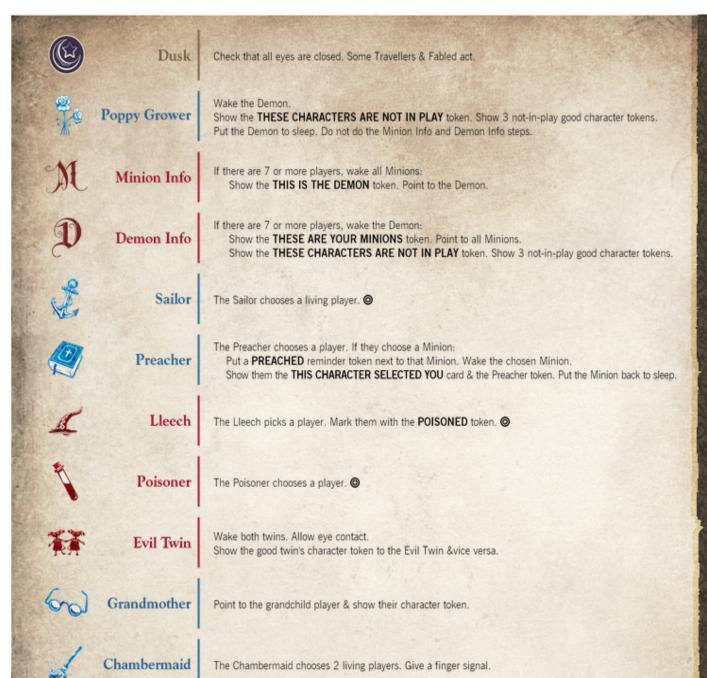












Dawn

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 sleep.
£	Sailor	The Sailor chooses a living player. ◎
	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.
1	Poisoner	The Poisoner chooses a player. ◎
5	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
, persy	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder.
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.
•	Shabaloth	A previously chosen player might be resurrected. The Shabaloth chooses 2 players.
and the second	No Dashii	The No Dashii chooses a player. ⊚
1	Lleech	The Lleech chooses a player. Mark them with the DEAD token. ◎
Q	Gossip	If the Gossip is due to kill a player, they die. ◎
	Professor	The Professor might choose a dead player. ◎◎
*	Tinker	The Tinker might die. ◎
60)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.