

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.



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.



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

Balloonist

[+0 or +1 Outsider]

Fortune Teller

Alsaahir

good wins.

Mayor

your team wins.

Ravenkeeper If you die at night,

Each night, you learn a player

Each night, choose 2 players:

you learn if either is a Demon.

Once per day, if you publicly guess

you are woken to choose a player:

The 1st time you are nominated,

if the nominator is a Townsfolk,

they are executed immediately.

If only 3 players live & no execution occurs,

If you die at night, another player might die instead.

you learn their character.

of a different character type than last night.

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

which players are Minion(s) and which are Demon(s),

If you die by execution, your team loses.



Zealot

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



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]



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.

If a player is then executed, their team loses.



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



If you kill yourself this way, a Minion becomes the Imp.



Shabaloth

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



Pukka

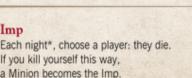
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night*, a player might die. [+1 Minion]





	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. ◎
M	Marionette	Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.
	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the THESE ARE YOUR MINIONS token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them.
	Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a POISONED reminder. Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder.
V	Pukka	The Pukka chooses a player. ⊚
MAN	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
•	Chef	Give a finger signal.
(4)	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
9	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎
8	Dawn	Wait a few seconds. Call for eyes open.