

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.



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.



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.



Cult Leader

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

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



Slaver

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.



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.



Klutz

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



Zealot

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



Spy

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



Widow

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

1 good player knows a Widow is in play.



Mastermind

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

If a player is then executed, their team loses.



Baron

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



Vigormortis

Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]



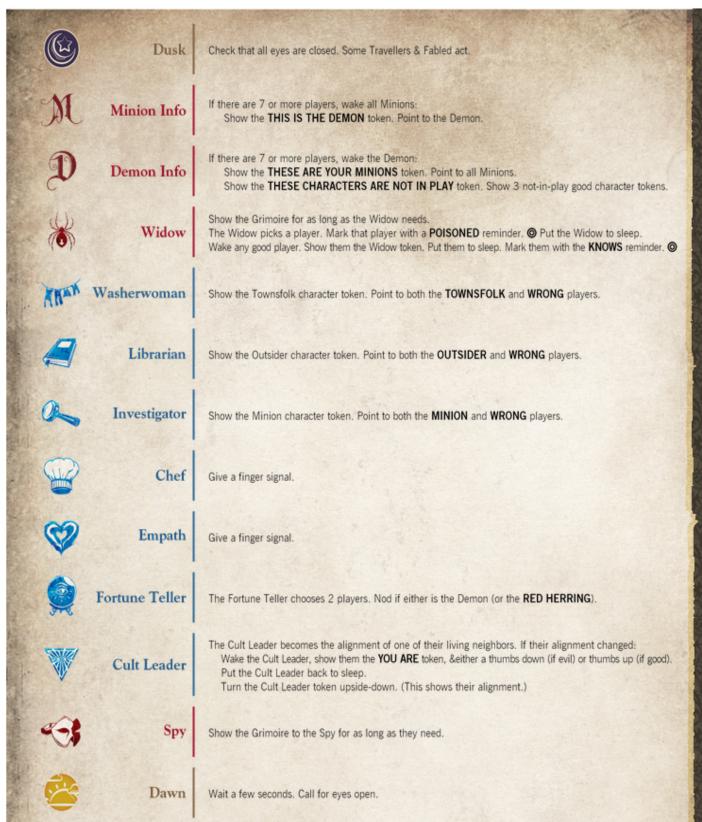
Riot 差 🐯 🔑

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



Fang Gu

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Z	Monk	The Monk chooses a player. ⊚
	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.
**	Vigormortis	The Vigormortis chooses a player. ☐ If that player is a Minion, poison a neighboring Townsfolk. ☐☐
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
(2)	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.
	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.)
4	Spy	Show the Grimoire to the Spy for as long as they need.
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.