

Knight

You start knowing 2 players that are not the Demon.



Investigator

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



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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.



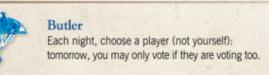
Monk

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.





Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Marionette 🙈

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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.



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Mayor

If only 3 players live & no execution occurs, your team wins.

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



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.



Saint

If you die by execution, your team loses.



Summoner M

You get 3 bluffs.

On the 3rd night, choose a player:
they become an evil Demon of your choice. [No Demon]



Scarlet Woman

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



Imp

Each night*, choose a player: they die. 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 regurgitated.



Lil' Monsta

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



Vigormortis

Each night*, choose a player: they die.

Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]

(2)	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.
0	Summoner	Place the NIGHT 1 reminder. ③ Show the Summoner 3 not-in-play characters as bluffs.
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.
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.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
(2)	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
*	Butler	The Butler chooses a player. ⊚
	Knight	Point to the two players marked KNOW. ⊚⊚
A	Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
-	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
0	Summoner	On night two, place the NIGHT 2 reminder. On night three, place the NIGHT 3 reminder on the character sheet. Put the Summoner to sleep. Wake the chosen player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the YOU ARE info token, then the Demon token. Show the YOU ARE info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
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	Shabaloth	A previously chosen player might be resurrected. The Shabaloth chooses 2 players. □
*	Vigormortis	The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.
	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: 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. Place the DEAD token beside any living player. ■
*	Assassin	The Assassin might choose a player. ⊚⊚
Å	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
*	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died.
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
(4)	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.
*	Butler	The Butler chooses a player. ⊚
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.