

Knight

You start knowing 2 players that are not the Demon.



Chef

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



Grandmother

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



Bounty Hunter

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



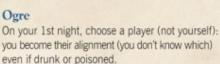
Undertaker

Each night*, you learn which character died by execution today.



Preacher

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





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.



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.



Cerenovus -

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Vizier 🎤 🥙 🥙

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



No Dashii

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



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.



Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Leviathan 60 1

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



first night



Dreamer

Snake Charmer

Each night, choose an alive player:

with you & is then poisoned.

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

a chosen Demon swaps characters & alignments



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Minstrel When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Tea Lady

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



Pacifist

Executed good players might not die.



	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.
4	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.
2	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up. ⊚
43	Spy	Show the Grimoire to the Spy for as long as they need.
§	Cerenovus	The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
1	Lleech	The Lleech picks a player. Mark them with the POISONED token.
S	Leviathan	Mark the Leviathan with the DAY 1 reminder.
	Knight	Point to the two players marked KNOW. ©©
	Chef	Give a finger signal.
60)	Grandmother	Point to the grandchild player & show their character token.
2	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
00	Bounty Hunter	Wake any player with a Townsfolk character: Show them the YOU ARE token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player.
	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
8	Dawn	Wait a few seconds. Call for eyes open.
THE	Vizier	Declare that the Vizier is in play, and which player it is.

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