

**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.

**Alsaahir**

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

**Soldier**

You are safe from the Demon.

**Ravenkeeper**

If you die at night, you are woken to choose a player: you learn their character.

**Tea Lady**

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

**Mayor**

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

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

**Butler**

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

**Recluse**

You might register as evil & as a Minion or Demon, even if dead.

**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.

**Poisoner**

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

**Scarlet Woman**

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

**Spy**

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

**Baron**

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

**Pukka**

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

**Fang Gu**

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

**Vigormortis**

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

**Leviathan**

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

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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Minion Info | If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. |
| | 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. |
| | Poisoner | The Poisoner chooses a player. ☺ |
| | Pukka | The Pukka chooses a player. ☺ |
| | Washerwoman | Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players. |
| | Librarian | Show the Outsider character token. Point to both the OUTSIDER and WRONG players. |
| | Investigator | Show the Minion character token. Point to both the MINION and WRONG players. |
| | Chef | Give a finger signal. |
| | 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. ☺ |
| | Spy | Show the Grimoire to the Spy for as long as they need. |
| | Dawn | Wait a few seconds. Call for eyes open. |
| | Leviathan | Mark the Leviathan with the DAY 1 reminder. ☺ |

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|--|-----------------------|---|
| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Poisoner | The Poisoner chooses a player. ⚡ |
| | 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. |
| | Pukka | The Pukka chooses a player. ⚡ The previously poisoned player dies then becomes healthy. ⚡ |
| | 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. ⚡ ⚡ |
| | Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token. |
| | 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. ⚡ |
| | Spy | Show the Grimoire to the Spy for as long as they need. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |
| | Leviathan | Mark the Leviathan with either the DAY 2 , DAY 3 , DAY 4 , or DAY 5 reminder. ⚡ |