

**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.

**Undertaker**

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

**Monk**

Each night*, choose a player (not yourself): they are safe from the Demon tonight.

**Balloonist**

Each night, you learn a player of a different character type than last night.
[+0 or +1 Outsider]

**Preacher**

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

**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.

**Butler**

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

**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

**Poisoner**

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

**Spy**

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

**Imp**

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

**Pukka**

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

**Cult Leader**

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.

**Seamstress**

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

**Juggler**

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

**Soldier**

You are safe from the Demon.

**Ravenkeeper**

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

**Banshee**

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

**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.

**Scarlet Woman**

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

**Baron**

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

**Lil' Monsta**

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

**Legion**

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

	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.
	Lunatic	If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.
	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.
	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.
	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. ☺
	Poisoner	The Poisoner chooses a player. ☺
	Pukka	The Pukka chooses a player. ☺
	Chef	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. ☺
	Grandmother	Point to the grandchild player & show their character token.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ☺
	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ☺
	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.)
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	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.
	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.
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	Legion	You may decide a player that dies. (Once per living Legion)
	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.
	Pukka	The Pukka chooses a player. The previously poisoned player dies then becomes healthy.
	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.
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too.
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	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.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
	Juggler	Give a finger signal.
	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player.
	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.)
	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.