TOWNSFOLK

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.

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

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

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.

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.

Amnesiac
You do not know what your ability is.
Each day, privately guess what it is:
you learn how accurate you are.

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.

OUTSIDERS

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

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.

Politician
If you were the player most responsible for your team losing,
you change alignment & win,
even if dead.

MINIONS

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.

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]

DEMONS

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.

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]**

*Not the first night

FIRST NIGHT

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
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.
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.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
Spy	Show the Grimoire to the Spy for as long as they need.
Dawn	Wait a few seconds. Call for eyes open.

OTHER NIGHTS

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
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.
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.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
Juggler	Give a finger signal.
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.