

**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.

**Grandmother**

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

**Librarian**

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

**Flowergirl**

Each night*, you learn if a Demon voted today.

**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.

**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.

**Cult Leader**

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

**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.

**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.

**Goon**

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

**Drunk**

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

**Recluse**

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

**Zealot**

If 5 or more players are alive, you must vote for every nomination.

**Poisoner**

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

**Widow**

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

**Scarlet Woman**

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

**Vizier**

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

**Shabaloth**

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

**Po**

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

**Pukka**

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

**Zombuul**

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

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.
	Poisoner	The Poisoner chooses a player. ⚡
	Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a POISONED reminder. ⚡ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder. ⚡
	Pukka	The Pukka chooses a player. ⚡
	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.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Grandmother	Point to the grandchild player & show their character token.
	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.)
	Dawn	Wait a few seconds. Call for eyes open.
	Vizier	Declare that the Vizier is in play, and which player it is.

	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
	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.
	Zombuul	If no one died today, the Zombuul chooses a player. ⚡
	Pukka	The Pukka chooses a player. ⚡ The previously poisoned player dies then becomes healthy. ⚡
	Shabaloth	A previously chosen player might be resurrected. ⚡ The Shabaloth chooses 2 players. ⚡ ⚡
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ⚡ or ⚡ ⚡ (*)
	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. ⚡
	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.
	Flowergirl	Either nod or shake your head.
	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.)
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.