Steward
You start knowing
1 good player.

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.

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.

King
Each night, if the dead equal or outnumber the living,
you learn 1 alive character.
The Demon knows you are the King.

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.

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

Slayer
Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.

Mayor
If only 3 players live & no execution occurs,
your team wins.
If you die at night, another player might die instead.

Virgin
The 1st time you are nominated,
if the nominator is a Townsfolk,
they are executed immediately.

Poppy Grower
Minions & Demons do not know each other.
If you die, they learn who each other are that night.

Ogre
On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.

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

Sweetheart
When you die,
1 player is drunk from now on.

Heretic
Whoever wins, loses & whoever loses, wins,
even if you are dead.

Godfather
You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

Devil's Advocate
Each night, choose a living player
(different to last night):
if executed tomorrow, they don't die.

Pit-Hag
Each night*, choose a player
& a character they become (if not-in-play).
If a Demon is made, deaths tonight are arbitrary.

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

No Dashii
Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.

Kazali
Each night*, choose a player: they die.
[You choose which players are which Minions.
-? to +? Outsiders]

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

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

Dusk | Check that all eyes are closed. Some Travellers & Fabled act.

Kazali | The Kazali points at a player and a Minion on the character sheet.
    Replace their old character token with the Minion token. Wake the player.
    Show them the **You Are** info token then the Minion character token, and give a thumbs down.
    Repeat until the normal number of Minions exist.
    Put the Kazali to sleep.

Poppy Grower | Wake the Demon.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.

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.

King | Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King 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. ◎

Godfather | Show the character tokens of all in-play Outsiders.

Devil's Advocate | The Devil's Advocate chooses a living player. ◎

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**).

Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ◎

Steward | Point to the player marked **KNOW**. ◎

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.)

Ogre | The Ogre points to a player:
    If the player is evil, flip the Ogre's token upside down.

Dawn | Wait a few seconds. Call for eyes open.

Dusk | Check that all eyes are closed. Some Travellers & Fabled act.

Poppy Grower | If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

Monk | The Monk chooses a player. ◎

Devil's Advocate | The Devil's Advocate chooses a living player. ◎

Pit-Hag | The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

Legion | You may decide a player that dies. (Once per living Legion) ◎

No Dashii | The No Dashii chooses a player. ◎

Vigormortis | The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎

Kazali | The Kazali chooses a player. ◎

Godfather | If an Outsider died today, the Godfather chooses a player. ◎

Sweetheart | If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎

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. ◎

King | If the number of dead players is equal to or exceeds the number of alive players:
Wake the King. Show one alive character token. Put the King to sleep.

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.