

**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.

**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.

**Monk**

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

**Sailor**

Each night, choose an alive player:
either you or they are drunk until dusk.
You can't die.

**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.

**Slayer**

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

**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.

**Virgin**

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

**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.

**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.

**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]

**Imp**

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

**Leech** ✗

Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.

	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.
	Sailor	The Sailor chooses a living player. ☺
	Leech	The LLeech picks a player. Mark them with the POISONED token. ☺
	Poisoner	The Poisoner 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).
	Steward	Point to the player marked KNOW . ☺
	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.
	Sailor	The Sailor chooses a living player. Ⓛ
	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.
	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.
	LLeech	The LLeech chooses a player. Mark them with the DEAD token. Ⓛ
	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.
	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.