

**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.

**Washerwoman**

You start knowing that 1 of 2 players is a particular Townsfolk.

**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.

**Empath**

Each night, you learn how many of your 2 alive neighbours are evil.

**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.

**Slayer**

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

**Soldier**

You are safe from the Demon.

**Ravenkeeper**

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

**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.

**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.

**Goon**

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

**Saint**

If you die by execution, your team loses.

**Godfather**

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

**Spy**

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

**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)

**Kazali**

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

**Al-Hadikhia**

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

**Fang Gu**

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

**Lleep**

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.
	Kazali	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the You Are info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	Minion Info	<p>If there are 7 or more players, wake all Minions:</p> <p>Show the THIS IS THE DEMON token. Point to the Demon.</p>
	Demon Info	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to all Minions.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p>
	LLeech	The LLeech picks a player. Mark them with the POISONED token. ☺
	Poisoner	The Poisoner chooses a player. ☺
	Godfather	Show the character tokens of all in-play Outsiders.
	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	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.
	Empath	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. ☺
	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.
	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.
	Fang Gu	The Fang Gu chooses a player. Ⓢ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down. Ⓢ
	Al-Hadikhia	The Al-Hadikhia points at three players: Mark these players with the 1 , 2 , & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3 . Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three.
	LLeech	The LLeech chooses a player. Mark them with the DEAD token. Ⓢ
	Kazali	The Kazali chooses a player. Ⓢ
	Godfather	If an Outsider died today, the Godfather chooses a player. Ⓢ
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	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.
	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.