

**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.)

**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.

**Innkeeper**

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

**Butler**

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

**Goon**

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

**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.

**Yaggababble**

You start knowing a secret phrase. For each time you said it publicly today, a player might die.

**No Dashii**

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

**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.

**Alsaahir**

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

**Soldier**

You are safe from the Demon.

**Sage**

If the Demon kills you, you learn that it is 1 of 2 players.

**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.

**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]

**Po**

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

**Vortex**

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
	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. ⚡
	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. ⚡
	Grandmother	Point to the grandchild player & show their character token.
	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. Ⓛ
	Innkeeper	The Innkeeper chooses 2 players. Ⓛ⠀⠃⠀⠃
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. Ⓛ or Ⓛ⠀⠃⠀⠃⠀⠃*
	No Dashii	The No Dashii chooses a player. Ⓛ
	Vortox	The Vortox chooses a player. Ⓛ
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. Ⓛ
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. Ⓛ
	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. Ⓛ
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.