Knight
You start knowing 2 players
that are not the Demon.

Chef
You start knowing how many pairs
of evil players there are.

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

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

Balloonist
Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]

Preacher
Each night, choose a player:
a Minion, if chosen, learns this.
All chosen Minions have no ability.

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.

Lycanthrope
Each night*, choose an alive player.
If good, they die & the Demon doesn't kill tonight.
One good player registers as evil.

Cannibal 🕯
You have the ability of the recently killed executee.
If they are evil, you are poisoned
until a good player dies by execution.

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

Choirboy
If the Demon kills the King,
you learn which player is the Demon.
[+ the King]

Tea Lady
If both your alive neighbors are good,
they can't die.

Pacifist
Executed good players
might not die.

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.

Golem
You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.

Politician
If you were the player most responsible for your team losing,
you change alignment & win,
even if dead.

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

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

Summoner 📘 ⚔
You get 3 bluffs.
On the 3rd night, choose a player:
they become an evil Demon of your choice. [No Demon]

Baron
There are extra Outsiders in play.
[+2 Outsiders]

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.

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

Leviathan 🚫 🌀
If more than 1 good player is executed, evil wins.
All players know you are in play.
After day 5, evil wins.

*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.	

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.	
Summoner	Place the **NIGHT 1** reminder. ◎ Show the Summoner 3 not-in-play characters as bluffs.	

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.	

Preacher	The Preacher chooses a player. If they choose a Minion:
	   Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
	   Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.	

Poisoner	The Poisoner chooses a player. ◎	
Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** 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**).	
Butler	The Butler chooses a player. ◎	
Knight	Point to the two players marked **KNOW**. ◎◎	
Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎	
Spy	Show the Grimoire to the Spy for as long as they need.	
Dawn	Wait a few seconds. Call for eyes open.	
Leviathan	Mark the Leviathan with the **DAY 1** reminder. ◎	

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

Cannibal | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

Preacher | The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Poisoner | The Poisoner chooses a player. ◎

Monk | The Monk chooses a player. ◎

Summoner | On night two, place the **NIGHT 2** reminder. ◎
On night three, place the **NIGHT 3** reminder ◎ and wake the Summoner:
They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
Show the **YOU ARE** info token, then give a thumbs down.
Replace their character token with the Demon token and put the new Demon to sleep.

Lycanthrope | The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.

No Dashii | The No Dashii chooses a player. ◎

Yaggababble | For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ◎

Kazali | The Kazali chooses a player. ◎

Choirboy | If the Demon killed the King, wake the Choirboy. Point to the Demon player.

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**).

Balloonist | Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next to the shown player. ◎

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.

Leviathan | Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎