

**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.

**Acrobat**

Each night*, choose a player: if they are drunk or poisoned, you die.

**Cult Leader**

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.

**Alsaahir**

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

**Nightwatchman**

Once per game, at night, choose a player: they learn you are the Nightwatchman.

**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.

**Recluse**

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

**Saint**

If you die by execution, your team loses.

**Sweetheart**

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

**Zealot**

If 5 or more players are alive, you must vote for every nomination.

**Spy**

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

**Widow**

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

**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]

**Yaggababble**

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

**Imp**

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

**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.

	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>
	Yaggababble	<p>Write a phrase down so that the Yaggababble can read it.</p> <p>Show the Yaggababble the phrase.</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>
	Widow	<p>Show the Grimoire for as long as the Widow needs.</p> <p>The Widow picks a player. Mark that player with a POISONED reminder. ⚡ Put the Widow to sleep.</p> <p>Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder. ⚡</p>
	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.
	Nightwatchman	<p>If the Nightwatchman points at a player:</p> <p>Put the Nightwatchman to sleep.</p> <p>Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token.</p> <p>Point to the Nightwatchman player. Put the chosen player back to sleep.</p> <p>Mark the Nightwatchman with the NO ABILITY reminder token. ⚡</p>
	Cult Leader	<p>The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:</p> <p>Wake the Cult Leader, show them the YOU ARE token, & either a thumbs down (if evil) or thumbs up (if good).</p> <p>Put the Cult Leader back to sleep.</p> <p>Turn the Cult Leader token upside-down. (This shows their alignment.)</p>
	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.
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. ⚡
	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.
	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. ⚡
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ⚡
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their character token.
	Nightwatchman	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token. ⚡
	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.)
	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. ⚡