TOWNSFOLK

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.

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.

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

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.

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

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.

OUTSIDERS

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.

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

Saint
If you die by execution, your team loses.

MINIONS

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.

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]

DEMONS

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

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

*Not the first night

FIRST NIGHT

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.
Poisoner	The Poisoner chooses a player. ◎
Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** 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. ◎
Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎
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.

OTHER NIGHTS

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.

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.

Po — The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*

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**).

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. ◎

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.)

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.