

**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.

**Librarian**

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

**Monk**

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

**Dreamer**

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

**Alsaahir**

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

**Seamstress**

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

**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.

**Farmer**

If you die at night, an alive good player becomes a Farmer.

**Ravenkeeper**

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

**Tea Lady**

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

**Mayor**

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

**Ogre**

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

**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.

**Zealot**

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

**Widow**

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

**Marionette**

You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]

**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.

**Fang Gu**

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

**Lord Of Typhon**

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

**Leech**

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Lord Of Typhon</b>	Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.
	<b>Yaggababble</b>	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Marionette</b>	Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> & show the Marionette character token. Put the Demon to sleep.
	<b>LLeech</b>	The LLeech picks a player. Mark them with the <b>POISONED</b> token. ⚡
	<b>Widow</b>	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a <b>POISONED</b> reminder. ⚡ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the <b>KNOWS</b> reminder. ⚡
	<b>Librarian</b>	Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.
	<b>Investigator</b>	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	<b>Chef</b>	Give a finger signal.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Seamstress</b>	The Seamstress might choose 2 players. Nod or shake your head. ⚡
	<b>Ogre</b>	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Monk</b>	The Monk chooses a player. ⚪
	<b>Scarlet Woman</b>	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.
	<b>Fang Gu</b>	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ⚪
	<b>Lord Of Typhon</b>	The Lord of Typhon chooses a player. ⚪
	<b>Leech</b>	The LLeech chooses a player. Mark them with the <b>DEAD</b> token. ⚪
	<b>Yaggababble</b>	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player. ⚪
	<b>Farmer</b>	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Seamstress</b>	The Seamstress might choose 2 players. Nod or shake your head. ⚪
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.