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.)

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.

Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's 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.

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

Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

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.

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

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.

Mutant
If you are "mad" about being an Outsider, you might be executed.

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

Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

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

Vizier
All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

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

Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

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

*Not the 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.

Xaan | Add the **NIGHT** reminder token that matches the current night. ◎
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.

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.

Empath | Give a finger signal.

Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Grandmother | Point to the grandchild player & show their character 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.)

Mathematician | Give a finger signal.

Dawn | Wait a few seconds. Call for eyes open.

Vizier | Declare that the Vizier is in play, and which player it is.