

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.



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.



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.



You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Recluse

Drunk

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



Saint

Slayer

Soldier

You are safe from the Demon.

Cannibal 2

Ravenkeeper If you die at night,

Mayor

your team wins.

Once per game, during the day,

If they are evil, you are poisoned until a good player dies by execution.

you are woken to choose a player:

The 1st time you are nominated,

if the nominator is a Townsfolk,

they are executed immediately.

If only 3 players live & no execution occurs,

If you die at night, another player might die instead.

you learn their character.

You have the ability of the recently killed executee.

publicly choose a player: if they are the Demon, they die.

If you die by execution, your team loses.

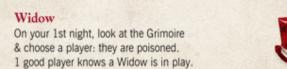


Zealot

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



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]



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



Kazali 😽

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



Legion P

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

©	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
05	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.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
D	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.
*	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.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Chef	Give a finger signal.
©	Empath	Give a finger signal.
60)	Grandmother	Point to the grandchild player & show their character token.
E	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
न	Spy	Show the Grimoire to the Spy for as long as they need.
2	Dawn	Wait a few seconds. Call for eyes open.

		(1) (1) (1) (1) (1) (1) (1) (1) (1) (1)
	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.
Z	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.
*	Legion	You may decide a player that dies. (Once per living Legion) ⊚
	Fang Gu	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 YOU ARE and Fang Gu tokens & give a thumbs-down.
250	No Dashii	The No Dashii chooses a player. ◎
9	Kazali	The Kazali chooses a player. ⊚
60)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
(2)	Empath	Give a finger signal.
E	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
43	Spy	Show the Grimoire to the Spy for as long as they need.
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.