

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.)



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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.



Tea Lady

Cult Leader

Alsaahir

good wins.

Nightwatchman

Cannibal 2

Ravenkeeper

If you die at night,

you learn their character.

Each night, you become the alignment of an alive neighbor.

If all good players choose to join your cult, your team wins.

which players are Minion(s) and which are Demon(s),

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

You have the ability of the recently killed executee.

If they are evil, you are poisoned

you are woken to choose a player:

until a good player dies by execution.

Once per day, if you publicly guess

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



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.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Zealot

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



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



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



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



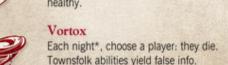
There are extra Outsiders in play. [+2 Outsiders]



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Each day, if no-one is executed, evil wins.





Vigormortis

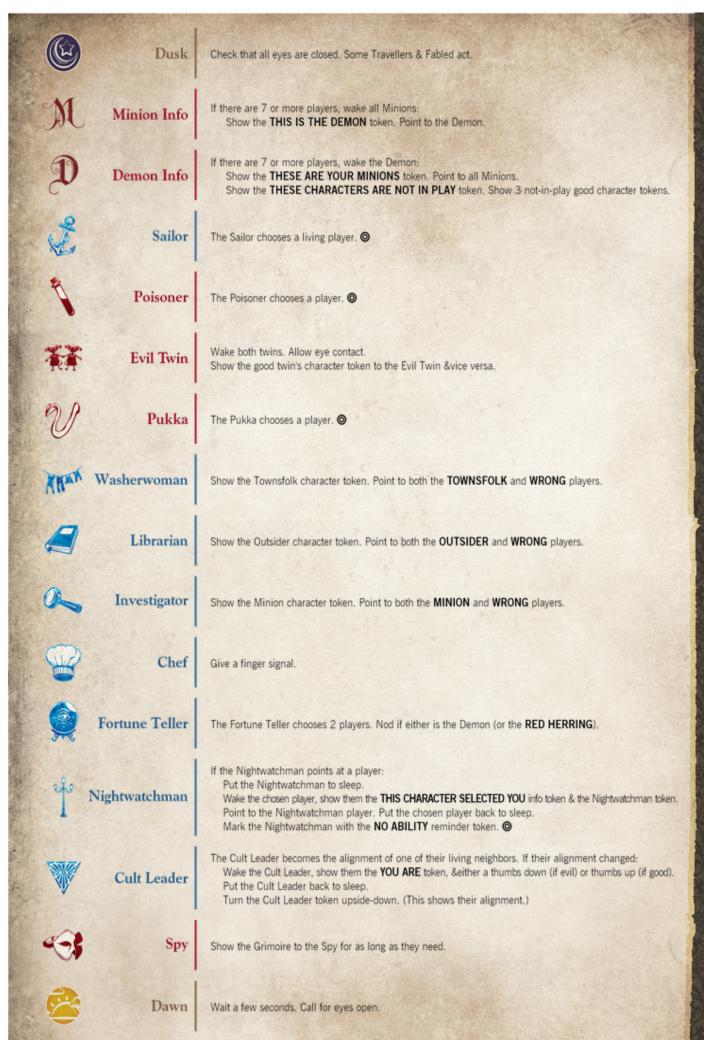
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



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.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any you start knowing information.
2	Sailor	The Sailor chooses a living player. ◎
1	Poisoner	The Poisoner chooses a player, ⊚
5	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
*	Legion	You may decide a player that dies. (Once per living Legion)
V	Pukka	The Pukka chooses a player.
9	Vortox	The Vortox chooses a player. ⊚
*	Vigormortis	The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
of	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.)
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.