

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.



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.)



Innkeeper

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



Sailor

Drunk

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



Klutz

Fortune Teller

Cult Leader

Juggler

On your 1st day,

Cannibal 3

Ravenkeeper

If you die at night,

Tea Lady

they can't die.

you learn their character.

If they are evil, you are poisoned

you are woken to choose a player:

If both your alive neighbors are good,

until a good player dies by execution.

Each night, choose 2 players:

you learn if either is a Demon.

There is a good player that registers as a Demon to you.

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

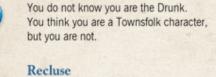
If all good players choose to join your cult, your team wins.

publicly guess up to 5 players' characters.

That night, you learn how many you got correct.

You have the ability of the recently killed executee.

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





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



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.



Spy

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.



Baror

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.



Vigormortis

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



Vortox

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



Legion 2

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.
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.
£.	Sailor	The Sailor chooses a living player. ◎
1	Poisoner	The Poisoner chooses a player. ◎
孫	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
V	Pukka	The Pukka chooses a player. ◎
Man	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	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.
8	Chef	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
60)	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.)
4	Spy	Show the Grimoire to the Spy for as long as they need.
*	Dawn	Wait a few seconds. Call for eyes open.

	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.
Ł	Sailor	The Sailor chooses a living player. ◎
1	Poisoner	The Poisoner chooses a player. ◎
'ਰ	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. ③ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
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.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Juggler	Give a finger signal.
	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.