

# 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.)



# Undertaker

Each night\*, you learn which character died by execution today.



# 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.



### Acrobat

Each night\*, choose a player: if they are drunk or poisoned,



### 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.



### Savant

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



#### Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



### Soldier

You are safe from the Demon.



# Ravenkeeper

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



#### Drunk

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



Plague Doctor 👅 🐿 😘 If you die, the Storyteller gains a Minion ability.



#### Saint

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.



# Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



# 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]



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



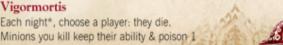
# Vigormortis

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]





### Lleech X

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>©</b>	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.
-31	Spy	Show the Grimoire to the Spy for as long as they need.
8	Cerenovus	The Cerenovus chooses a player & a character.   Put the Cerenovus to sleep. Wake the target.  Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
1	Lleech	The Lleech picks a player. Mark them with the POISONED token.
Man	Washerwoman	Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.
4	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.
<b>©</b>	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
2	Monk	The Monk chooses a player. ◎
-3	Spy	Show the Grimoire to the Spy for as long as they need.
<b>§</b> §	Cerenovus	The Cerenovus chooses a player & a character. © Put the Cerenovus to sleep. Wake the target.  Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.
L	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token.
*	Vigormortis	The Vigormortis chooses a player. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊚
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
*	Legion	You may decide a player that dies. (Once per living Legion) <b>⊚</b>
But	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder.
<b>₽</b>	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire.  Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<b>3</b>	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Undertaker	If a player was executed today, show their character token.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.