

### Chef

You start knowing how many pairs of evil players there are.



### Noble

You start knowing 3 players, 1 and only 1 of which is evil.



# 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.)



# 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.



# 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.



#### 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.



# 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.



#### Mayor

If only 3 players live & no execution occurs, your team wins.

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



# Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



## Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



# 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.



## Saint

If you die by execution, your team loses.



### 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.



## Marionette

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



### 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]

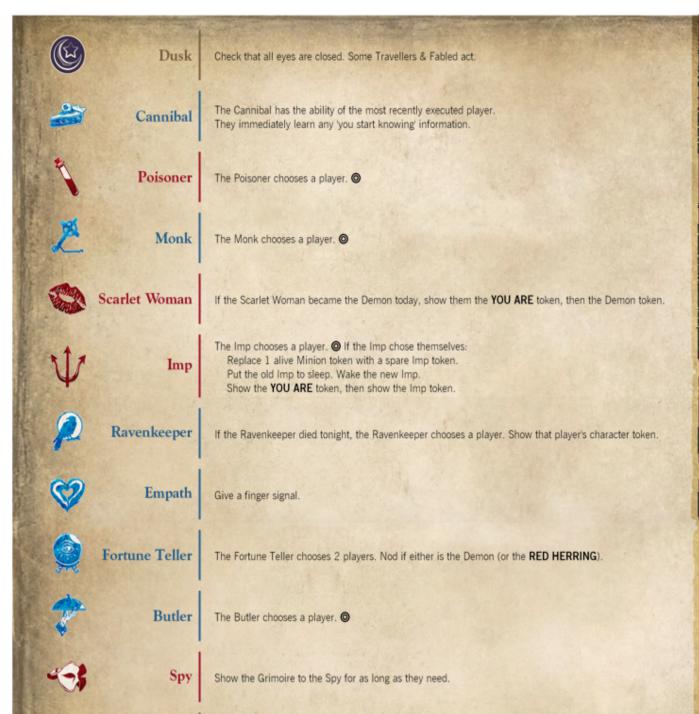


#### Imp

Each night\*, choose a player: they die.
If you kill yourself this way,
a Minion becomes the Imp.



<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 <b>THIS IS THE DEMON</b> 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.
m	Marionette	Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> & show the Marionette character token. Put the Demon to sleep.
1	Poisoner	The Poisoner chooses a player. <b>⊚</b>
MANA	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.
	Chef	Give a finger signal.
<b>(2)</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> ).
*	Butler	The Butler chooses a player. ⊚
	Noble	Point to al three players marked KNOW.
-3	Spy	Show the Grimoire to the Spy for as long as they need.
2	Dawn	Wait a few seconds. Call for eyes open.



Wait a few seconds. Call for eyes open & immediately say who died.

Dawn