

## 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.



#### Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



#### Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



### **Bounty Hunter**

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Each night\*, choose a player (not yourself): they are safe from the Demon tonight.

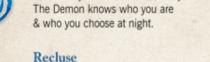


Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



## Saint

If you die by execution, your team loses.





Lunatic

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

You think you are a Demon, but you are not.



### Zealot

Slayer

Soldier

You are safe from the Demon.

Cannibal 2

Ravenkeeper If you die at night,

Tea Lady

they can't die.

Virgin

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:

If both your alive neighbors are good,

The 1st time you are nominated,

if the nominator is a Townsfolk,

they are executed immediately.

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 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.



#### Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



## 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]



#### Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



# Fang Gu

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

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
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.
	Lunatic	If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.
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.
1	Lleech	The Lleech picks a player. Mark them with the POISONED token.
	Widow	Show the Grimoire for as long as the Widow needs.  The Widow picks a player. Mark that player with a <b>POISONED</b> reminder.   Put the Widow to sleep.  Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the <b>KNOWS</b> reminder.
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.
<b>3</b>	Clockmaker	Give a finger signal.
<b>E</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
60	Bounty Hunter	Wake any player with a Townsfolk character: Show them the <b>YOU ARE</b> token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player.
4	Spy	Show the Grimoire to the Spy for as long as they need.
8	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.
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.
6	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
*	Legion	You may decide a player that dies. (Once per living Legion) <b>⊚</b>
	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.
1	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token.
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player.    Output  Description:
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<b>3</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
60	Bounty Hunter	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.  Move the <b>SEEN</b> token to the shown player.
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.