

## 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.)



## Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



## 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.



Sailor

You can't die.

Alsaahir

good wins.

Mayor

Ravenkeeper

If you die at night,

your team wins.

you learn their character.

Fortune Teller

Each night, choose an alive player:

Each night, choose 2 players:

you learn if either is a Demon.

Once per day, if you publicly guess

you are woken to choose a player:

If only 3 players live & no execution occurs,

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

either you or they are drunk until dusk.

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

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

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.



## Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



## Saint

Drunk

If you die by execution, your team loses.



### Widow

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



# Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]



### Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



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



## No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



## Fang Gu

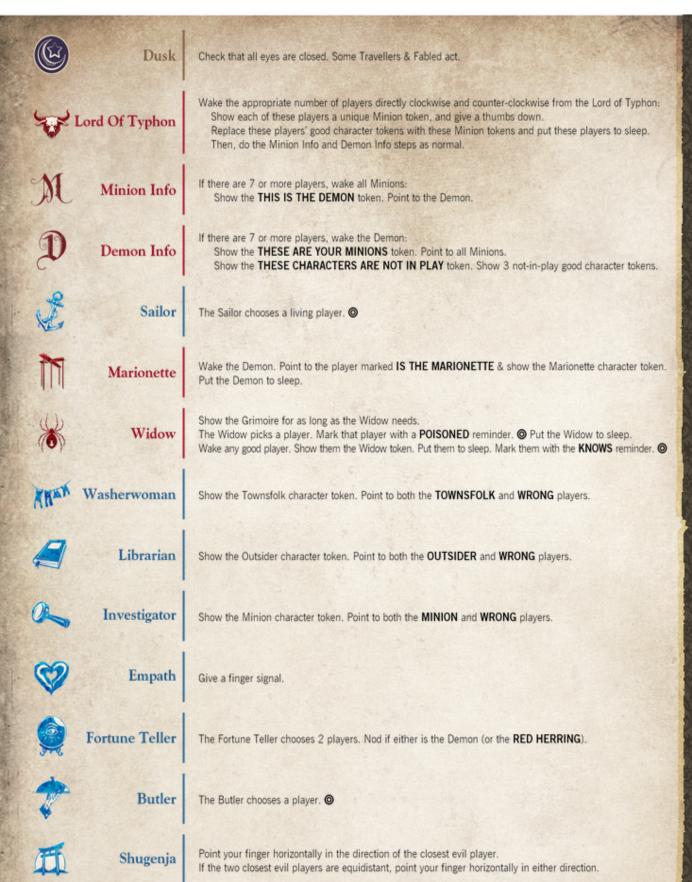
Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



# Lord Of Typhon

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]





Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
£	Sailor	The Sailor chooses a living player.
Z	Monk	The Monk chooses a player. ◎
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*
	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.
e e	No Dashii	The No Dashii chooses a player.
¥	Lord Of Typhon	The Lord of Typhon chooses a player. <b>⊚</b>
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<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> ).
	Undertaker	If a player was executed today, show their character token.
*	Butler	The Butler chooses a player. ◎
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.