

## 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.



# You are safe

Alsaahir

good wins.

Soldier

from the Demon.

Fortune Teller

Each night, choose 2 players:

you learn if either is a Demon.

Once per day, if you publicly guess

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

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



## 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.



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.



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



## 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]



## Kazali 🐯

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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



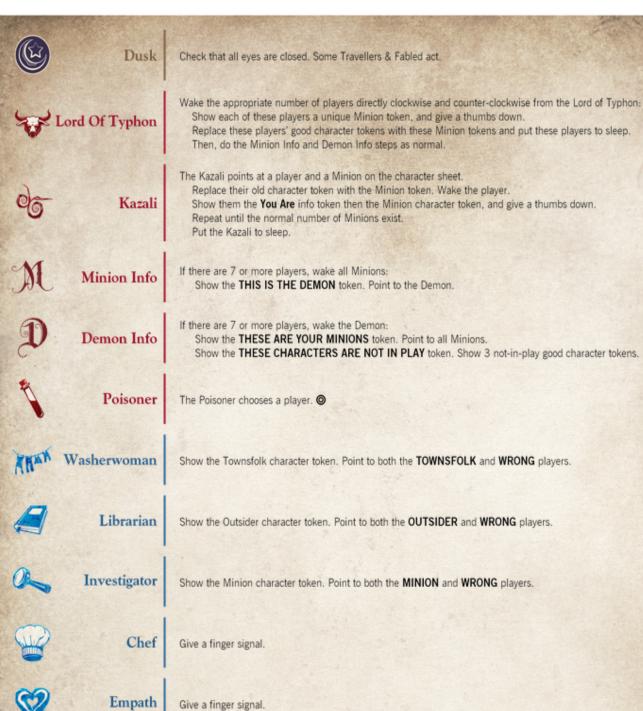
## Fang Gu

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]



Empath

Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).

Butler

The Butler chooses a player. @



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

Wait a few seconds. Call for eyes open.

(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
1	Poisoner	The Poisoner chooses a player.
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.
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. <b>②</b> or <b>③◎</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.    Outsider (once only):
¥	Lord Of Typhon	The Lord of Typhon chooses a player. <b>⊚</b>
9	Kazali	The Kazali chooses a player. <b>⊚</b>
P	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	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. <b>⊚</b>
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.