



### Investigator

You start knowing that 1 of 2 players is a particular Minion.



### Clockmaker

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



### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



### 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.



### 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.



### Nightwatchman

Once per game, at night, choose a player: they learn you are the Nightwatchman.



### 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.



### Sage

If the Demon kills you, you learn that it is 1 of 2 players.



### Tea Lady

If both your alive neighbors are good, they can't die.



### Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



### Butler

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



### Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



### Saint

If you die by execution, your team loses.



### Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



### Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



### Spy

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.



### Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



### Yaggababble

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



### Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



### Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



### Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

\*Not the first night





## 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.



## Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



## 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.



## Widow

Show the Grimoire for as long as the Widow needs.  
The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.  
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



## Godfather

Show the character tokens of all in-play Outsiders.



## Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



## Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



## Fortune Teller

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



## Butler

The Butler chooses a player. ☹



## Grandmother

Point to the grandchild player & show their character token.



## Clockmaker

Give a finger signal.



## Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



## Spy

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



## Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



## Dawn

Wait a few seconds. Call for eyes open.





## Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



## Monk

The Monk chooses a player. ☺



## Legion

You may decide a player that dies. (Once per living Legion) ☺



## Zombuul

If no one died today, the Zombuul chooses a player. ☺



## Vigormortis

The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺



## Yaggababble

For each time the Yaggababble publicly said their phrase:  
You may place a **DEAD** token next to a living player. ☺



## Godfather

If an Outsider died today, the Godfather chooses a player. ☺



## Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



## Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☺



## Fortune Teller

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



## Undertaker

If a player was executed today, show their character token.



## Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☺



## 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 & immediately say who died.