

### 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.



# Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their



### 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.



# 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.



#### 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.



# Zealot

If 5 or more players are alive, you must vote for every nomination.



# Godfather

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



# 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.



#### Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



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

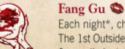


Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



#### 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]



### Lleech X

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



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بها	Lord Of Typhon	Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.
(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
W	Lord Of Typhon	Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.
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.
1	Poisoner	The Poisoner chooses a player. ⊚
2600	Godfather	Show the character tokens of al in-play Outsiders.
43	Spy	Show the Grimoire to the Spy for as long as they need.
Ţ	Lleech	The Lleech picks a player. Mark them with the POISONED token.
Auna	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.
0-	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
*	Chef	Give a finger signal.
<b>(</b>	Empath	Give a finger signal.
· P	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.

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Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.

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	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.
43	Spy	Show the Grimoire to the Spy for as long as they need.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.
1	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token.
	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.
Ψ	Imp	The Imp chooses a player.   Replace 1 alive Minion token with a spare Imp token.  Put the old Imp to sleep. Wake the new Imp.  Show the YOU ARE token, then show the Imp token.
بها	Lord Of Typhon	The Lord of Typhon chooses a player.
2600	Godfather	If an Outsider died today, the Godfather 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.
	Undertaker	If a player was executed today, show their character token.
1	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.
4	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.