

Knight

You start knowing 2 players that are not the Demon.



Chef

You start knowing how many pairs of evil players there are.



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Investigator

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



Librarian

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



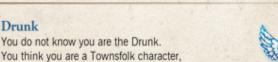
Undertaker

Each night*, you learn which character died by execution today.



Empath

Each night, you learn how many of your 2 alive neighbours are evil.





Recluse

but you are not.

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



Saint

If you die by execution, your team loses.

Lycanthrope

Slayer

Soldier

Mayor

your team wins.

You are safe from the Demon.

Ravenkeeper

If you die at night,

you learn their character.

Each night*, choose an alive player.

One good player registers as evil.

Once per game, during the day,

you are woken to choose a player:

The 1st time you are nominated,

if the nominator is a Townsfolk,

they are executed immediately.

If only 3 players live & no execution occurs,

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

publicly choose a player: if they are the Demon, they die.

If good, they die & the Demon doesn't kill tonight.



Zealot

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



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)



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.



Imp

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



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].

	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 THIS IS THE DEMON token. Point to the Demon.
P	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.
-	Poisoner	The Poisoner chooses a player. ◎
	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.
©	Empath	Give a finger signal.
•	Knight	Point to the two players marked KNOW.
	Noble	Point to al three players marked KNOW.
43	Spy	Show the Grimoire to the Spy for as long as they need.
*	Dawn	Wait a few seconds. Call for eyes open.

