

#### 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.



## Shugenja

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



# Bounty Hunter &

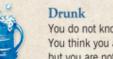
You start knowing 1 evil player.

If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



#### Undertaker

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



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

Empath

Slaver

Soldier

Mayor

Virgin

your team wins.

You are safe

from the Demon.

Ravenkeeper If you die at night,

Each night, you learn how many

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.

you learn their character.

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

of your 2 alive neighbours are evil.

If you die by execution, your team loses.



### Zealot

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



### 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]



#### Xaan

On night X, all Townsfolk are poisoned until dusk. [X 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.



# Kazali 😲

Each night\*, choose a player: they die.

[You choose which players are which Minions.
-? to +? Outsiders]



## Legion 2

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.
05	Kazali	The Kazali points at a player and a Minion on the character sheet.  Replace their old character token with the Minion token. Wake the player.  Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.  Repeat until the normal number of Minions exist.  Put the Kazali to sleep.
	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 <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.
80	Xaan	Add the <b>NIGHT</b> reminder token that matches the current night. <b>③</b> On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire. <b>⑤</b> Remove it the following dusk.
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.
<b>**</b>	Knight	Point to the two players marked <b>KNOW</b> . <b>⊚</b>
	Noble	Point to al three players marked KNOW.
珥	Shugenja	Point your finger horizontally in the direction of the closest evil player.  If the two closest evil players are equidistant, point your finger horizontally in either direction.
00	Bounty Hunter	Wake any player with a Townsfolk character:  Show them the <b>YOU ARE</b> token, & a thumbs down. Put them back to sleep.  Turn their token upside-down. (This shows they are evil.)  Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player.
43	Spy	Show the Grimoire to the Spy for as long as they need.
2	Dawn	Wait a few seconds. Call for eyes open.

