

## Chef

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



## 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.



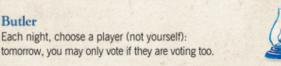
## Chambermaid

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



## Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.





## Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



## 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]



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



## Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night\*, a player might die. [+1 Minion]



## Vortox

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



### Al-Hadikhia

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.





## 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.



### Professor

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.



## Soldier

You are safe from the Demon.



## Sage

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



## Mayor

If only 3 players live & no execution occurs, your team wins.

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



## Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



# Recluse

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



## Saint

If you die by execution, your team loses.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
2	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following:  Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player:  Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token.  Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them.    ■
-	Poisoner	The Poisoner chooses a player. <b>⊚</b>
2	Snake Charmer	The Snake Charmer chooses a player, If they chose the Demon: Show the YOU ARE & Demon tokens, Give a thumbs down, Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.
MAN	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
	Chef	Give a finger signal.
<b>(</b>	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> ).
*	Butler	The Butler chooses a player. ⊚
4	Spy	Show the Grimoire to the Spy for as long as they need.
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
2	Dawn	Wait a few seconds. Call for eyes open.