

## 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.



#### Butler

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



#### Drunk

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



# Recluse

Sailor

Slaver

Mayor

your team wins.

You can't die.

Fortune Teller

Ravenkeeper If you die at night,

Each night, choose an alive player:

Each night, choose 2 players:

you learn if either is a Demon.

Once per game, during the day, publicly choose a player:

if they are the Demon, they die.

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.

either you or they are drunk until dusk.

There is a good player that registers as a Demon to you.

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



### Saint

If you die by execution, your team loses.



# Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.

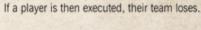


Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



# Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.





There are extra Outsiders in play. [+2 Outsiders]



# Kazali

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



### Fang Gu

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



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



# Riot 🙇 🕮 🎤

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.



	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.
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.
£	Sailor	The Sailor chooses a living player. ◎
1	Poisoner	The Poisoner chooses a player. <b>⊚</b>
MHAN	Washerwoman	Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.
	Librarian	Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Chef	Give a finger signal.
<b>(4)</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. ◎
43	Spy	Show the Grimoire to the Spy for as long as they need.
8	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
*	Sailor	The Sailor chooses a living player. <b>⊚</b>
1	Poisoner	The Poisoner chooses a player. ◎
Z	Monk	The Monk chooses a player. ◎
*	Legion	You may decide a player that dies. (Once per living Legion) <b>⊚</b>
	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.
9	Kazali	The Kazali chooses a player. ◎
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	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.
*	Butler	The Butler chooses a player. ◎
न्	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.