

#### 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.



## 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.



#### Slaver

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.



#### Virgin

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



#### Ogre 🔔

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



# 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.



# Poisoner

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

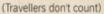


Spy — Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



# Scarlet Woman 3

If there are 5 or more players alive & the Demon dies, you become the Demon.





#### Baron

There are extra Outsiders in play.

[+2 Outsiders]



#### Imp

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



# Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



## Fang Gu 🐿

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



#### 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.



	D. I	
	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 THIS IS THE DEMON 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.
43	Spy	Show the Grimoire to the Spy for as long as they need.
Anax	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.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Ogre	The Ogre points to a player:  If the player is evil, flip the Ogre's token upside down.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
*	Poisoner	The Poisoner chooses a player.
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2	Monk	The Monk chooses a player.
-3	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 YOU ARE token, then the Demon token.
*	Zombuul	If no one died today, the Zombuul chooses a player.    Output  Description:
	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.  If the Imp chose themselves:  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.
	Al-Hadikhia	The Al-Hadikhia points at three players:  Mark these players with the 1, 2, & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep.  Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player.  Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3.  Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  If all three are alive (none have a shroud), add a shroud to all three.
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.
	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.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.