

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.



Washerwoman

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



Undertaker

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



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.



Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Pacifist

Mayor

your team wins.

Executed good players might not die.

Seamstress

Slayer

Soldier You are safe

from the Demon.

Ravenkeeper If you die at night,

Once per game, at night,

choose 2 players (not yourself): you learn if they are the same alignment.

Once per game, during the day, publicly choose a player: if they are the Demon, they die.

you are woken to choose a player:

If only 3 players live & no execution occurs,

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

you learn their character.



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

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.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Spy

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



Baron

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



Yaggababble

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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.



Lord Of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

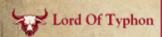


Lleech X

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



Dusk Check that all eyes are closed. Some Travellers & Fabled act.



Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



Yaggababble

Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.



Minion Info

If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.



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.



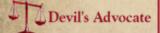
Lleech

The Lleech picks a player. Mark them with the POISONED token.



Poisoner

The Poisoner chooses a player. @



The Devil's Advocate chooses a living player.



Washerwoman

Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.



Investigator

Show the Minion character token. Point to both the MINION and WRONG players.



Chef

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Butler

The Butler chooses a player. @



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. @



Noble

Point to al three players marked KNOW.



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

Wait a few seconds. Call for eyes open.

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(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
1	Poisoner	The Poisoner chooses a player.
1II	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Exorcist	The Exorcist chooses a player. Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
4	Lord Of Typhon	The Lord of Typhon chooses a player. ⊚
	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.
L	Lleech	The Lleech chooses a player. Mark them with the DEAD token.
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ②
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	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.
St	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ⊚
*	Butler	The Butler chooses a player, ⊚
-3	Spy	Show the Grimoire to the Spy for as long as they need.

Wait a few seconds. Call for eyes open & immediately say who died.

Dawn