

# Chef

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



# Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



#### Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



# 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.



# 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.



# Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



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.



# Virgin

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



#### Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



# Drunk

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



#### Saint

If you die by execution, your team loses.



# Zealot

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



### Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



# Poisoner

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



# Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



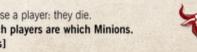
# Xaan

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



# Kazali 🗢 😗

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





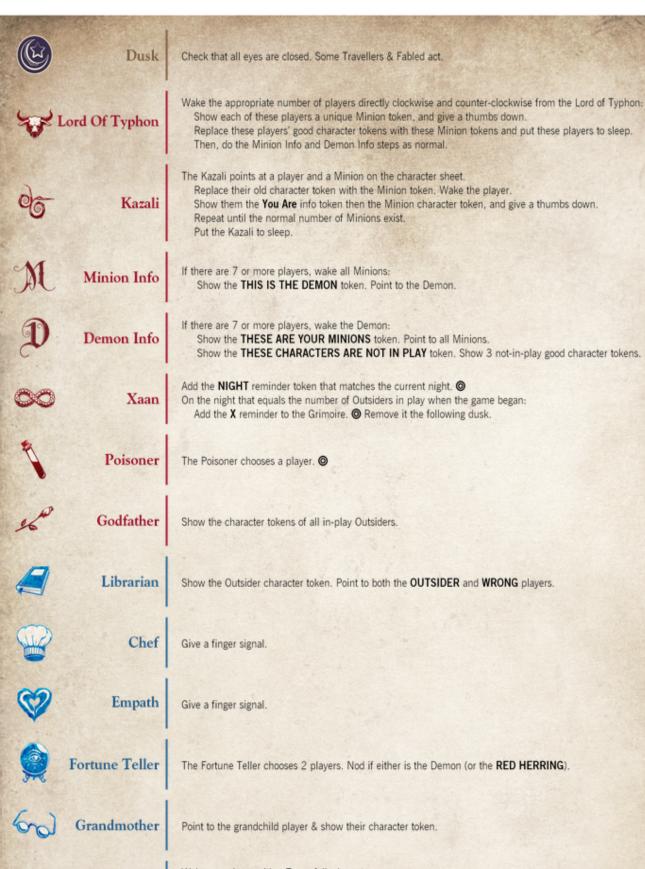
## Lord Of Typhon

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



# Fang Gu

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





**Bounty Hunter** 

Wake any player with a Townsfolk character:

Show them the YOU ARE 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 SEEN token beside the shown player. @



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep.

Turn the Cult Leader token upside-down. (This shows their alignment.)



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
00	Xaan	Add the <b>NIGHT</b> reminder token that matches the current night.   On the night that equals the number of Outsiders in play when the game began:  Add the <b>X</b> reminder to the Grimoire.   Remove it the following dusk.
1	Poisoner	The Poisoner chooses a player. ◎
Z	Monk	The Monk chooses a player. ◎
	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.
4	Lord Of Typhon	The Lord of Typhon chooses a player. ◎
9	Kazali	The Kazali chooses a player. <b>⊚</b>
260	Godfather	If an Outsider died today, the Godfather chooses a player. <b>⊚</b>
60)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. <b>⊚</b>
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<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> ).
	Undertaker	If a player was executed today, show their character token.
00	<b>Bounty Hunter</b>	If the player with the SEEN token died today or tonight, point to an evil player.  Move the SEEN token to the shown player.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the <b>YOU ARE</b> token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.