

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]



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.



Nightwatchman

Once per game, at night, choose a player: they learn you are the Nightwatchman.



Slayer

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



Soldier

You are safe from the Demon.



Cannibal 2

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Sage

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



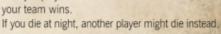
Tea Lady

If both your alive neighbors are good, they can't die.



Mayor

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





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.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, 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]



Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Mastermind

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



Yaggababble

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Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Fang Gu

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



	A CONTRACTOR	
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
-	Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
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.
	Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a POISONED reminder. Put the Widow to sleep. Wake any good player. Show them the Widow token, Put them to sleep. Mark them with the KNOWS reminder.
2600	Godfather	Show the character tokens of all in-play Outsiders.
稱	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
V	Pukka	The Pukka chooses a player. ◎
4	Librarian	Show the Outsider character token. Point to both the OUTSIDER 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).
60)	Grandmother	Point to the grandchild player & show their character token.
•	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.
+	Nightwatchman	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token.
8	Dawn	Wait a few seconds. Call for eyes open.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
**	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
Z	Monk	The Monk chooses a player. ◎
V	Pukka	The Pukka chooses a player.
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*
	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.
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. Output Description:
2600	Godfather	If an Outsider died today, the Godfather chooses a player. ⊚
À	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
60)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. 🎯
	Fortune Teller	The Fortune Teller chooses 2 players, Nod if either is the Demon (or the RED HERRING).
00	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player.
4	Nightwatchman	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.