

### Chef

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



### Washerwoman

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



### Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



### 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]



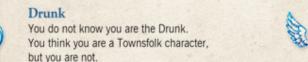
### Undertaker

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



### **Empath**

Each night, you learn how many of your 2 alive neighbours are evil.





## Recluse

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



# Saint

If you die by execution, your team loses.

Fortune Teller

Alsaahir

good wins.

Soldier

Mayor

your team wins.

You are safe from the Demon.

Ravenkeeper If you die at night,

Each night, choose 2 players:

you learn if either is a Demon.

Once per day, if you publicly guess

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.

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

which players are Minion(s) and which are Demon(s),



# Zealot

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



### 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.



# Mastermind

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

If a player is then executed, their team loses.



### Baror

There are extra Outsiders in play.

[+2 Outsiders]



### Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



### Imp

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



## Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night\*, a player might die. [+1 Minion]



### Lleech ¥

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.
	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 <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.
2	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following:  Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player:  Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token  Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them.
1	Lleech	The Lleech picks a player. Mark them with the POISONED token.
1	Poisoner	The Poisoner chooses a player.
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 OUTSIDER 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> ).
	Clockmaker	Give a finger signal,
00	Bounty Hunter	Wake any player with a Townsfolk character: Show them the <b>YOU ARE</b> 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 <b>SEEN</b> token beside the shown player.
4	Spy	Show the Grimoire to the Spy for as long as they need.
8	Dawn	Wait a few seconds. Call for eyes open.