

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]



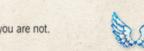
Undertaker

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



Empath

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Recluse

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



Saint

Virgin

If you die by execution, your team loses.

Fortune Teller

Cult Leader

Soldier You are safe

from the Demon.

Ravenkeeper

If you die at night,

you learn their character.

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.

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

Each night, you become the alignment of an alive neighbor.

If all good players choose to join your cult, your team wins.

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.



Lil' Monsta

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



Fang Gu

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



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.
1	Poisoner	The Poisoner chooses a player. ◎
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
	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.
L	Lleech	The Lleech chooses a player. Mark them with the DEAD token.
A	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them. Place the DEAD token beside any living player.
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ⊚
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
(2)	Empath	Give a finger signal.
9	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.
60	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.
	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.)
43	Spy	Show the Grimoire to the Spy for as long as they need.
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.