

TOWNSFOLK



**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]**



**Empath**

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



**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.



**Alsaahir**

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



**Nightwatchman**

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



**Soldier**

You are safe from the Demon.



**Cannibal**

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



**Ravenkeeper**

If you die at night, you are woken to choose a player: you learn their character.

OUTSIDERS



**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**

If you die by execution, your team loses.



**Zealot**

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

MINIONS



**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.



**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.



**Baron**

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

DEMONS



**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.

\*Not the first night

**Dusk**

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

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**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 &amp; 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. ☹**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☹**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. ☹**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Empath**

Give a finger signal.

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

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

**Dawn**

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