

### 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]



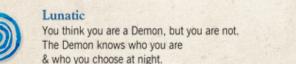
## Empath

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.





## Recluse

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



# Saint

If you die by execution, your team loses.

you learn their character.

Cult Leader

Alsaahir

good wins.

Soldier You are safe

from the Demon.

Cannibal &

Ravenkeeper

If you die at night,

Nightwatchman

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),

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

You have the ability of the recently killed executee.

If they are evil, you are poisoned

until a good player dies by execution.

you are woken to choose a player:

Once per day, if you publicly guess



### 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.



# **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.



#### 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]



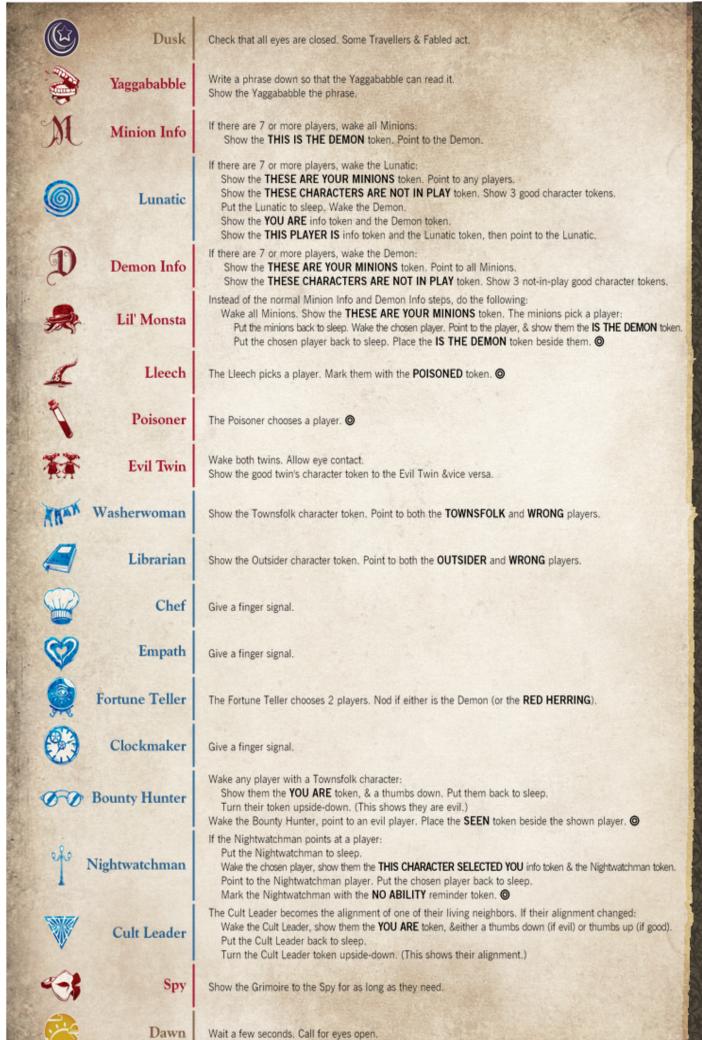
## Fang Gu

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.
***	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
1	Poisoner	The Poisoner chooses a player. ⊚
<b>©</b>	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.
1	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. <b>⊚</b>
2	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.   Place the DEAD token beside any living player.
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player. <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> ).
<b>6</b> 0	Bounty Hunter	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.  Move the <b>SEEN</b> token to the shown player.
ofo	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 <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.)
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.