



### 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.



### 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.



### 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]**



### 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]**



### Lleeche

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.



Yaggababble

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.

Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.

Lunatic

If there are 7 or more players, wake the Lunatic:  
Show the **THESE ARE YOUR MINIONS** token. Point to any players.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.  
Put the Lunatic to sleep. Wake the Demon.  
Show the **YOU ARE** info token and the Demon token.  
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

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.

Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:  
Put the minions back to sleep. 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. ☹

Lleech

The Leech picks a player. Mark them with the **POISONED** token. ☹

Poisoner

The Poisoner chooses a player. ☹



Evil Twin

Wake both twins. Allow eye contact.  
Show the good twin's character token to the Evil Twin & vice versa.

Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Chef

Give a finger signal.



Empath

Give a finger signal.



Fortune Teller

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

Clockmaker

Give a finger signal.



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. ☹

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.



**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.

**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. ☹

**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 & immediately say who died.