

### Chef

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



### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



#### Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



### Town Crier

Each night\*, you learn if a Minion nominated today.



## 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.



### Monk

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.

You think you are a Demon, but you are not.

The Demon knows who you are

& who you choose at night.



# Moonchild

Fortune Teller

Soldier

Mayor

your team wins.

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 game, during the day, publicly choose a player: if they are the Demon, they die.

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.

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

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



# Tinker

Lunatic

You might die at any time.



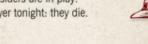
# Saint

If you die by execution, your team loses.



## Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]





### Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



### Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



## No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

& as a Townsfolk or Outsider, even if dead.

Each night, you see the Grimoire.

You might register as good



### Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



## Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



### Fang Gu

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



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
	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.
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 toke
2600	Godfather	Show the character tokens of all in-play Outsiders.
A	Witch	The Witch chooses a player. <b>⊚</b>
4	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> ).
600)	Grandmother	Point to the grandchild player & show their character token.
43	Spy	Show the Grimoire to the Spy for as long as they need.
2	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Z	Monk	The Monk chooses a player. ⊚
A	Witch	The Witch chooses a player. <b>⊚</b>
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
6	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).
	Zombuul	If no one died today, the Zombuul chooses a player. 🎯
	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.
*	No Dashii	The No Dashii chooses a player. <b>⊚</b>
*	Vigormortis	The Vigormortis chooses a player.    If that player is a Minion, poison a neighboring Townsfolk.     O
260	Godfather	If an Outsider died today, the Godfather chooses a player. ⊚
*	Tinker	The Tinker might die. ⊚
© U	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
60	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<b>(</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> ).
	Undertaker	If a player was executed today, show their character token.
1	Town Crier	Either nod or shake your head.
43	Spy	Show the Grimoire to the Spy for as long as they need.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.