

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.



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]



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



Nightwatchman

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



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Slayer

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



Cannibal 2

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



Tea Lady

If both your alive neighbors are good, they can't die.



Fool

The first time you die, you don't.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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.



Godfather

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



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



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]



Fang Gu

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



Legion 🏞

Each night*, a player might die.

Executions fail if only evil voted.

You register as a Minion too. [Most players are Legion]



Lord Of Typhon

Each night*, choose a player: they die.

[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]



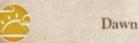
Lleech 🔀

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



Nightwatchman

Cult Leader



Put the Cult Leader back to sleep.

Put the Nightwatchman to sleep.

Turn the Cult Leader token upside-down. (This shows their alignment.)

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).

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. @

Wait a few seconds. Call for eyes open.

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	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.
E	Sailor	The Sailor chooses a living player. ◎
1	Poisoner	The Poisoner chooses a player. ⊚
*	Legion	You may decide a player that dies. (Once per living Legion)
	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.
¥	Lord Of Typhon	The Lord of Typhon chooses a player.
1	Lleech	The Lleech chooses a player. Mark them with the DEAD token.
260	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
	Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
E	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
00	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.
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 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.)
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.