

# Chef

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



## Investigator

You start knowing that 1 of 2 players is a particular Minion.



## 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.)



### 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.



### 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.



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



# Soldier

You are safe from the Demon.



# Ravenkeeper

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



### Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



#### Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



# 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.



# 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.



### Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



## Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



# No Dashii

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

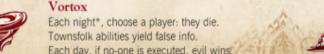


Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



### 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.
M	Minion Info	If there are 7 or more players, wake all Minions:
Me		Show the THIS IS THE DEMON token. Point to the Demon.
		If there are 7 or more players, wake the Lunatic:
6		Show the THESE ARE YOUR MINIONS token. Point to any players.
	Lunatic	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.
1	Demon Info	If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions.
C		Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
100 m		
1	Lleech	The Lleech picks a player. Mark them with the POISONED token.
	Poisoner	The Poisoner chooses a player.
0		
26	Godfather	Show the character tokens of all in-play Outsiders.
MAN	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
Lu.		
	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
0-	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
(400)		
	Chef	Give a finger signal.
<b>C2</b>	Empath	Give a finger signal.
	A STATE OF THE STA	
	Fortune Teller	The Fortune Teller chooses 2 players, Nod if either is the Demon (or the RED HERRING).
	Butler	The Butler chooses a player.
*		
475	Spy	Show the Grimoire to the Spy for as long as they need.
1	Dawn	Wait a few seconds. Call for eyes open.
	David	mar a ten seconds, can for eyes open.

(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
1	Poisoner	The Poisoner chooses a player.
Z	Monk	The Monk chooses a player. <b>⊚</b>
<b>6</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.
e s	No Dashii	The No Dashii chooses a player. ◎
9	Vortox	The Vortox chooses a player. <b>⊚</b>
1	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ◎
2600	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<b>(2)</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	Butler	The Butler chooses a player.
-3	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.