

## 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.)



## **Bounty Hunter**

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



## 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.



## Choirboy

Alsaahir

good wins.

Soldier You are safe from the Demon.

**Snake Charmer** 

Fortune Teller

Each night, choose an alive player:

with you & is then poisoned.

Each night, choose 2 players: you learn if either is a Demon.

Once per day, if you publicly guess

a chosen Demon swaps characters & alignments

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

which players are Minion(s) and which are Demon(s),

If the Demon kills the King, you learn which player is the Demon. [+ the King]





## Virgin

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.



## 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.

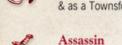


## Saint

If you die by execution, your team loses.



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



Once per game, at night\*, choose a player: they die, even if for some reason they could not.



## **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

Yousetkrovingseenetchee:Foreichtneyouscidtoubtlytotayactayemighteb.



## Vigormortis

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



## Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night\*, a player might die. [+1 Minion]



# Riot 60 2 5

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
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.
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 tokens.
	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following:  Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player:  Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token  Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them.
2	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down, Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.
稱	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
	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> ).
*	Butler	The Butler chooses a player. <b>⊚</b>
60)	Grandmother	Point to the grandchild player & show their character token.
60	Bounty Hunter	Wake any player with a Townsfolk character: Show them the <b>YOU ARE</b> 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 <b>SEEN</b> token beside the shown player.
43	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open.

