

#### 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.



#### 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.)



# Undertaker

Each night\*, you learn which character died by execution today.



# Monk

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



### Sailor

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



#### 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.



# Exorcist

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



# Ravenkeeper

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



#### Tea Lady

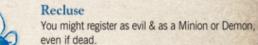
If both your alive neighbors are good, they can't die.



#### Mayor

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







# Drunk

Goon

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

Each night, the 1st player to choose you

with their ability is drunk until dusk.

You become their alignment.



Saint If you die by execution,



# Godfather

Cerenovus

or might be executed.

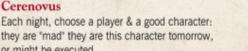
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



# Mastermind

your team loses.

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



### 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.



Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



# Shabaloth

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



#### Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes

	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.
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.
E	Sailor	The Sailor chooses a living player. ◎
2600	Godfather	Show the character tokens of all in-play Outsiders.
8	Cerenovus	The Cerenovus chooses a player & a character.   Put the Cerenovus to sleep. Wake the target.  Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
V	Pukka	The Pukka chooses a player. <b>⊚</b>
Man	Washerwoman	Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.
	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.
•	Chef	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
60	Grandmother	Point to the grandchild player & show their character token.
8	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
£	Sailor	The Sailor chooses a living player. ◎
Z	Monk	The Monk chooses a player. <b>◎</b>
<b>§</b>	Cerenovus	The Cerenovus chooses a player & a character.   Put the Cerenovus to sleep. Wake the target.  Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Exorcist	The Exorcist chooses a player.   Put the Exorcist to sleep. If the Exorcist chose the Demon:  Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
Ψ	Imp	The Imp chooses a player.  If the Imp chose themselves:  Replace 1 alive Minion token with a spare Imp token.  Put the old Imp to sleep. Wake the new Imp.  Show the YOU ARE token, then show the Imp token.
V	Pukka	The Pukka chooses a player.
•	Shabaloth	A previously chosen player might be resurrected. <b>③</b> The Shabaloth chooses 2 players. <b>◎④</b>
	No Dashii	The No Dashii chooses a player. ⊚
260	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
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.
	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.
8	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.