

Steward You start knowing

1 good player.



### Noble

You start knowing 3 players, 1 and only 1 of which is evil.



### Washerwoman

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



## Sailor

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



## General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



## King

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



## 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.



### Cult Leader

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



### Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



### Ravenkeeper

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



### Choirboy

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

[+ the King]



## Mayor

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



### Fool

The first time you die, you don't.



### Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



# Drunk

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



### Moonchild

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



### 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]



# Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



### Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



### Marionette 🙈

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



### Lil' Monsta

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



## 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]



### 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

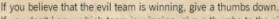
Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.







General



If you don't know which team is winning, give a thumbs to the side.



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.

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



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Dawn

Wait a few seconds. Call for eyes open.

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	Carlo Carlo Carlo	
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
£	Sailor	The Sailor chooses a living 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
1	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder:  Mark the chosen player with the <b>FEAR</b> reminder.   Declare that "The Fearmonger has chosen a player."
*	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them.  Place the DEAD token beside any living player.
K	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token.
	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.    ■
W	Lord Of Typhon	The Lord of Typhon chooses a player. ◎
2600	Godfather	If an Outsider died today, the Godfather chooses a player.
6	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
479	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	General	If you believe that the good team is winning, give a thumbs up.  If you believe that the evil team is winning, give a thumbs down.  If you don't know which team is winning, give a thumbs to the side.
2 to	King	If the number of dead players is equal to or exceeds the number of alive players:  Wake the King. Show one alive character token. Put the King to sleep.
	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 <b>YOU ARE</b> 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.)
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
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Dawn Wait a f

Wait a few seconds. Call for eyes open & immediately say who died.

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