

## Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



### Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



## Cult Leader

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



# Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



# 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.



#### Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



### Tinker

You might die at any time.



# Saint

If you die by execution, your team loses.



# Spy -

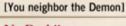
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



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





# No Dashii

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



# Imp

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.



# Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



### Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



### Zealot

If 5 or more players are alive, you must vote for every nomination.



# 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.



Vizier 🎤 🥙 🥍 All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



# Legion 🎤 🥙

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

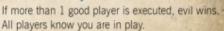


# Lord Of Typhon

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



## Leviathan III /



After day 5, evil wins.



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Dawn Wait a few seconds. Call for eyes open.

Vizier Declare that the Vizier is in play, and which player it is.

(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
2	Preacher	The Preacher chooses a player. If they choose a Minion: Put a PREACHED reminder token next to that Minion, Wake the chosen Minion. Show them the THIS CHARACTER SELECTED YOU card & the Preacher token, Put the Minion back to sleep.
4	Spy	Show the Grimoire to the Spy for as long as they need.
2	No Dashii	The No Dashii chooses a player. ❷
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.
*	Legion	You may decide a player that dies. (Once per living Legion) ◎
W	Lord Of Typhon	The Lord of Typhon chooses a player. <b>⊚</b>
<b>®</b>	Leviathan	Mark the Leviathan with either the DAY 2, DAY 3, DAY 4, or DAY 5 reminder. ⊚
300	Tinker	The Tinker might die. ◎
	Barber	If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> & Barber tokens If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token & their new character token.
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character 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 <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.)
2	Juggler	Give a finger signal.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.