

### Steward

You start knowing 1 good player.



### 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.



### Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



#### Librarian

You start knowing that 1 of 2 players is a particular Outsider, (Or that zero are in play.)



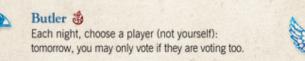
## Undertaker

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



# Empath

Each night, you learn how many of your 2 alive neighbours are evil.





#### Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



# Wizard

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



#### 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.



& the Demon dies, you become the Demon. (Travellers don't count)

If you were the player most responsible for your team losing,

### Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



#### Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



### Imp

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



# Lil' Monsta

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]



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.



### Cult Leader

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



## Soldier

You are safe from the Demon.



## Ravenkeeper

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



# Virgin

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



#### Saint

If you die by execution, your team loses.

you change alignment & win,



#### Politician

even if dead.

Scarlet Woman If there are 5 or more players alive



Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'.





Steward

Point to the player marked KNOW. @

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.

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



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Wizard	Run the Wizard's ability, if applicable.
2	Monk	The Monk chooses a player. ◎
*	Organ Grinder	The Organ Grinder either nods or shakes their head:  If they nod their head, mark them with the <b>DRUNK</b> reminder.   If they shake their head, remove their <b>DRUNK</b> reminder.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	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).
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.
4	Lord Of Typhon	The Lord of Typhon chooses 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.
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player.
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<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> ).
	Undertaker	If a player was executed today, show their character token.
FWE(		The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:

Cult Leader

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Put the Cult Leader back to sleep.

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

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Butler

The Butler chooses a player. @



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