

# Clockmaker

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



#### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



# **Bounty Hunter**

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



# 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.



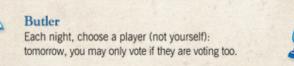
#### Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



#### 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.





#### Drunk

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



# Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



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



If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



### Baron

There are extra Outsiders in play. [+2 Outsiders]



#### Vigormortis

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



#### Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



# 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]



#### 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.





# Cult Leader

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



## Nightwatchman

Once per game, at night, choose a player: they learn you are the Nightwatchman.



### Slaver

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



#### Soldier

You are safe from the Demon.



# Cannibal ?

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



# Ravenkeeper

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



#### Recluse

You might register as evil & as a Minion or Demon, even if dead.



#### Saint

If you die by execution, your team loses.



#### Scarlet Woman



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

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Spy Show the Grimoire to the Spy for as long as they need.



Dawn Wait a few seconds. Call for eyes open.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Cannibal	The Cannibal has the ability of the most recently executed player.  They immediately learn any 'you start knowing' information.
Poisoner	The Poisoner chooses a player.
<b>M</b> onk	The Monk chooses a player.
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon 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.
Lord Of Typhon	The Lord of Typhon chooses a player.
Vigormortis	The Vigormortis chooses a player.  If that player is a Minion, poison a neighboring Townsfolk.
Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. <b>⊚</b>
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
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> ).
Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token.  Place the SEEN token next to the shown player.
<b>6</b> Bounty Hunter	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.  Move the <b>SEEN</b> token to the shown player.
Nightwatchman	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token.
Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Butler	The Butler chooses a player. ◎
Spy Spy	Show the Grimoire to the Spy for as long as they need.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.