

### 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]



#### 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.



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



# Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their



Exorcist

Savant

Soldier

You are safe from the Demon.

Ravenkeeper If you die at night,

Banshee

Pacifist

might not die.

Each night\*, choose a player (different to last night):

the Demon, if chosen, learns who you are

Each day, you may visit the Storyteller to learn two things in private:

you are woken to choose a player:

and vote twice per nomination.

Executed good players

If the Demon kills you, all players learn this.

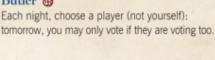
From now on, you may nominate twice per day

you learn their character.

then doesn't wake tonight.

1 is true & 1 is false.

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



# Goon

Butler &

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, your team loses.



# Scarlet Woman

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



### 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.



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



#### Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



# Yaggababble

Yousetkrovingseenetchese. Foreightme, ouscittout blytotay, actayemight de



# Ojo

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



# No Dashii

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



#### Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
00	Xaan	Add the <b>NIGHT</b> reminder token that matches the current night.   On the night that equals the number of Outsiders in play when the game began:  Add the <b>X</b> reminder to the Grimoire.   Remove it the following dusk.
Z	Monk	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.
3	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.
	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.
•	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player.    Output  Description:
*	Zombuul	If no one died today, the Zombuul chooses a player. ◎
250	No Dashii	The No Dashii chooses a player. ◎
8	Ojo	The Ojo points to a role. If a player has that role, they die.   If the role is out of play, the Storyteller chooses any number of players that die.   ■
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
¥	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token.  Publicly announce that the Banshee died.
60)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
<b>%</b>	Empath	Give a finger signal.
00	<b>Bounty Hunter</b>	If the player with the SEEN token died today or tonight, point to an evil player.  Move the SEEN token to the shown player.
	Undertaker	If a player was executed today, show their character token.
*	Butler	The Butler chooses a player. <b>⊚</b>
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.