

**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.

**Monk**

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

**Mathematician**

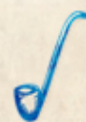
Each night, you learn
how many players' abilities worked abnormally
(since dawn) due to another character's ability.

**Dreamer**

Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.

**Exorcist**

Each night*, choose a player (different to last night):
the Demon, if chosen, learns who you are
then doesn't wake tonight.

**Philosopher**

Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.

**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.

**Banshee**

If the Demon kills you, all players learn this.
From now on, you may nominate twice per day
and vote twice per nomination.

**Pacifist**

Executed good players
might not die.

**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.

**Saint**

If you die by execution,
your team loses.

**Politician**

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

**Godfather**

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

**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.

**Xaan**

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

**Yaggababble**

You start knowing each other. For the first time, you can talk to a player tonight.

**Zombuul**

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

**Ojo**

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

**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]**

*Not the
first night



Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☺



Xaan

Add the **NIGHT** reminder token that matches the current night. ☺
 On the night that equals the number of Outsiders in play when the game began:
 Add the **X** reminder to the Grimoire. ☺ Remove it the following dusk.



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 **DRUNK** reminder. ☺
 If they shake their head, remove their **DRUNK** reminder.



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

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.



Zombuul

If no one died today, the Zombuul chooses a player. ☺



Lord Of Typhon

The Lord of Typhon chooses a player. ☺



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. ☺



Yaggababble

For each time the Yaggababble publicly said their phrase:
 You may place a **DEAD** token next to a living player. ☺



Godfather

If an Outsider died today, the Godfather chooses a player. ☺



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☺
 Publicly announce that the Banshee died.



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.



Undertaker

If a player was executed today, show their character token.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Bounty Hunter

If the player with the **SEEN** token died today or tonight, point to an evil player.
 Move the **SEEN** token to the shown player. ☺



Mathematician

Give a finger signal.



Dawn

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