

**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.

**Monk**

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.

**Slayer**

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

**Soldier**

You are safe from the Demon.

**Sage**

If the Demon kills you, you learn that it is 1 of 2 players.

**Virgin**

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

**Butler**

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

**Recluse**

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

**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.

**Poisoner**

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

**Scarlet Woman**

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

**Spy**

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

**Baron**

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

**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.

|  |                       |   |
|--|-----------------------|---|
|  | <b>Dusk</b>           | Check that all eyes are closed. Some Travellers & Fabled act.   |
|  | <b>Yaggababble</b>    | Write a phrase down so that the Yaggababble can read it.<br>Show the Yaggababble the phrase.  |
|  | <b>Minion Info</b>    | If there are 7 or more players, wake all Minions:<br>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.   |
|  | <b>Demon Info</b>     | If there are 7 or more players, wake the Demon:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.   |
|  | <b>Poisoner</b>       | The Poisoner chooses a player. ☺  |
|  | <b>Washerwoman</b>    | Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.  |
|  | <b>Librarian</b>      | Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.  |
|  | <b>Investigator</b>   | Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.  |
|  | <b>Empath</b>         | Give a finger signal.   |
|  | <b>Fortune Teller</b> | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).  |
|  | <b>Butler</b>         | The Butler chooses a player. ☺  |
|  | <b>Clockmaker</b>     | Give a finger signal.   |
|  | <b>Cult Leader</b>    | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br>Wake the Cult Leader, show them the <b>YOU ARE</b> token, &either a thumbs down (if evil) or thumbs up (if good).<br>Put the Cult Leader back to sleep.<br>Turn the Cult Leader token upside-down. (This shows their alignment.) |
|  | <b>Spy</b>            | Show the Grimoire to the Spy for as long as they need.  |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open.   |

|  |                       |   |
|--|-----------------------|---|
|  | <b>Dusk</b>           | Check that all eyes are closed. Some Travellers & Fabled act.   |
|  | <b>Poisoner</b>       | The Poisoner chooses a player. Ⓛ  |
|  | <b>Monk</b>           | The Monk chooses a player. Ⓛ  |
|  | <b>Scarlet Woman</b>  | If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.  |
|  | <b>Imp</b>            | The Imp chooses a player. Ⓛ If the Imp chose themselves:<br>Replace 1 alive Minion token with a spare Imp token.<br>Put the old Imp to sleep. Wake the new Imp.<br>Show the <b>YOU ARE</b> token, then show the Imp token.  |
|  | <b>Yaggababble</b>    | For each time the Yaggababble publicly said their phrase:<br>You may place a <b>DEAD</b> token next to a living player. Ⓛ   |
|  | <b>Sage</b>           | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.  |
|  | <b>Empath</b>         | Give a finger signal.   |
|  | <b>Fortune Teller</b> | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).  |
|  | <b>Undertaker</b>     | If a player was executed today, show their character token.   |
|  | <b>Cult Leader</b>    | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br>Wake the Cult Leader, show them the <b>YOU ARE</b> token, &either a thumbs down (if evil) or thumbs up (if good).<br>Put the Cult Leader back to sleep.<br>Turn the Cult Leader token upside-down. (This shows their alignment.) |
|  | <b>Butler</b>         | The Butler chooses a player. Ⓛ  |
|  | <b>Spy</b>            | Show the Grimoire to the Spy for as long as they need.  |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open & immediately say who died.  |