

### 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.



# Pixie

You start knowing 1 in-play Townsfolk.

If you were mad that you were this character, you gain their ability when they die.



### 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.



#### 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.



# 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.



#### Tea Lady

If both your alive neighbors are good, they can't die.



#### Butler

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



# Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



# Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



# Spy

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



# Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.

If a player is then executed, their team loses.



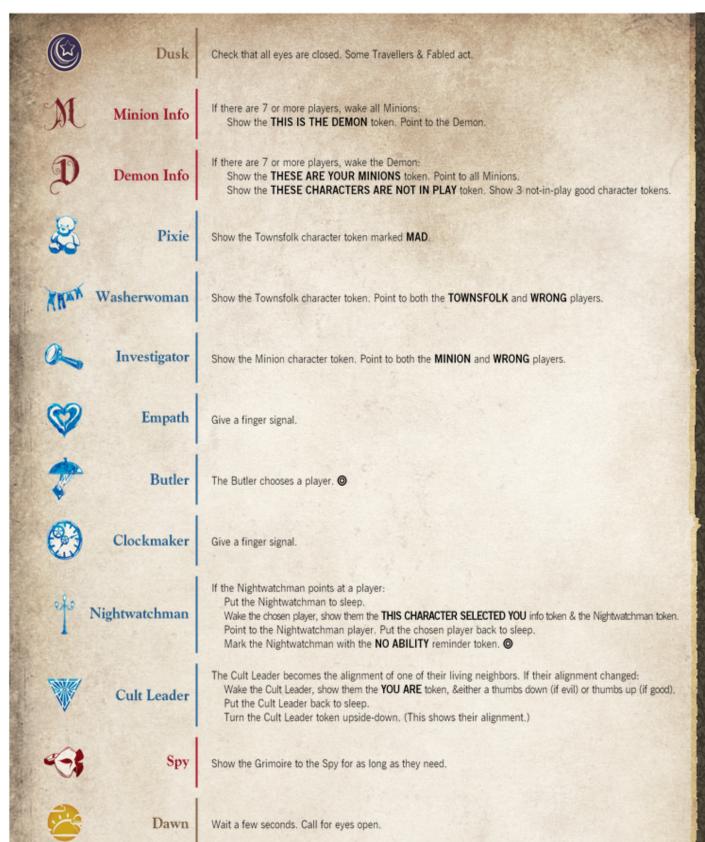
#### Baron

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



# Fang Gu

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



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Pixie	If the Townsfolk marked MAD died, & the Pixie player has been sufficiently mad that they were this character: Replace the MAD reminder with the HAS ABILITY reminder.
Z	Monk	The Monk chooses a player. <b>⊚</b>
	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.
İ	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their character token.
f	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:  Wake the Cult Leader, show them the <b>YOU ARE</b> 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.)
*	Butler	The Butler chooses a player. <b>⊚</b>
4	Spy	Show the Grimoire to the Spy for as long as they need.
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.