



### 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.)



### 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.



### Monk

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



### Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



### Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



### Dreamer

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



### 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.



### Ravenkeeper

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



### 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.



### Drunk

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



### 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.



### Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



### Scarlet Woman

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]



### No Dashii

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



### Imp

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



### Al-Hadikhia

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.





## Dusk

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



## Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



## Demon Info

If there are 7 or more players, wake the Demon:  
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



## Sailor

The Sailor chooses a living player. ☉



## Widow

Show the Grimoire for as long as the Widow needs.  
The Widow picks a player. Mark that player with a **POISONED** reminder. ☉ Put the Widow to sleep.  
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☉



## Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:  
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
Put the old Snake Charmer to sleep. Wake the old Demon.  
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☉



## Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



## Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



## Butler

The Butler chooses a player. ☉



## Clockmaker

Give a finger signal.



## Dreamer

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



## Bounty Hunter

Wake any player with a Townsfolk character:  
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.  
Turn their token upside-down. (This shows they are evil.)  
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside 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. ☉



## 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 &amp; Fabled act.

**Sailor**

The Sailor chooses a living player. ☺

**Snake Charmer**

The Snake Charmer chooses a player. If they chose the Demon:  
 Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
 Put the old Snake Charmer to sleep. Wake the old Demon.  
 Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺

**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.**Imp**

The Imp chooses a player. ☺ If the Imp chose themselves:  
 Replace 1 alive Minion token with a spare Imp token.  
 Put the old Imp to sleep. Wake the new Imp.  
 Show the **YOU ARE** token, then show the Imp token.

**No Dashii**

The No Dashii chooses a player. ☺

**Al-Hadikhia**

The Al-Hadikhia points at three players:  
 Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.  
 Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.  
 Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.  
 Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  
 If all three are alive (none have a shroud), add a shroud to all three.

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Undertaker**

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

**Dreamer**

The Dreamer points to a player. Show 1 good &amp; 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. ☺

**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. ☺

**Butler**

The Butler chooses a player. ☺

**Spy**

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

**Dawn**

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