

TOWNSFOLK



**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.)



**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.



**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.



**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.



**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.

OUTSIDERS



**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.



**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



**Zealot**

If 5 or more players are alive, you must vote for every nomination.

MINIONS



**Widow**

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



**Evil Twin**

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



**Baron**

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



**Boffin**

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMONS



**Shabaloth**

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



**Fang Gu**

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



**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.

\*Not the first night

**Dusk**

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

**Monk**

The Monk chooses a player. ☹

**Pukka**

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹

**Shabaloth**

A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹

**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. ☹

**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.

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☹

**Ravenkeeper**

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

**Fortune Teller**The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).**Undertaker**

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

**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. ☹

**Dawn**

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