

**Noble**

You start knowing 3 players,  
1 and only 1 of which is evil.

**Washerwoman**

You start knowing that 1 of 2 players  
is a particular Townsfolk.

**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.

**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.

**Balloonist**

Each night, you learn a player  
of a different character type than last night.  
[+0 or +1 Outsider]

**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.

**Alsaahir**

Once per day, if you publicly guess  
which players are Minion(s) and which are Demon(s),  
good wins.

**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.

**Sweetheart**

When you die,  
1 player is drunk from now on.

**Moonchild**

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

**Hatter**

If you died today or tonight,  
the Minion & Demon players  
may choose new Minion & Demon characters to be.

**Heretic**

Whoever wins, loses & whoever loses, wins,  
even if you are dead.

**Fearmonger**

Each night, choose a player:  
if you nominate & execute them, their team loses.  
All players know if you choose a new player.

**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.

**Vizier**

All players know who you are.  
You can not die during the day.  
If good voted, you may choose to execute immediately.

**Yaggababble**

You start knowing a secret phrase.  
For each time you said it publicly today,  
a player might die.

**No Dashii**

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

**Pukka**

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

**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.
	Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
	Minion Info	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	Demon Info	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> 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 <b>POISONED</b> reminder. ☉ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the <b>KNOWS</b> reminder. ☉
	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.
	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the <b>FEAR</b> reminder. ☉ Declare that "The Fearmonger has chosen a player."
	Pukka	The Pukka chooses a player. ☉
	Washerwoman	Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Grandmother	Point to the grandchild player & show their character token.
	Noble	Point to all three players marked <b>KNOW</b> .
	Balloonist	Point to a player (alive or dead). Place the <b>SEEN</b> token next to the shown player. ☉
	Bounty Hunter	Wake any player with a Townsfolk character: Show them the <b>YOU ARE</b> 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 <b>SEEN</b> token beside the shown player. ☉
	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.)
	Dawn	Wait a few seconds. Call for eyes open.
	Vizier	Declare that the Vizier is in play, and which player it is.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ☉
	Monk	The Monk chooses a player. ☉
	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder: Mark the chosen player with the <b>FEAR</b> reminder. ☉ Declare that "The Fearmonger has chosen a player."
	Pukka	The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉
	No Dashii	The No Dashii chooses a player. ☉
	Al-Hadikhia	The Al-Hadikhia points at three players: Mark these players with the <b>1</b> , <b>2</b> , & <b>3</b> reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked <b>1</b> & 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 <b>2</b> & <b>3</b> . 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.
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player. ☉
	Hatter	If the Hatter died, wake the Minions and Demon: Show them the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the <b>TEA PARTY TONIGHT</b> reminder. Change each player to the character they chose.
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉
	Moonchild	If the Moonchild is due to kill a good player, they die. ☉
	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.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Undertaker	If a player was executed today, show their character token.
	Balloonist	Point to a player (alive or dead) with a different role type from the player with the <b>SEEN</b> token. Place the <b>SEEN</b> token next to the shown player. ☉
	Bounty Hunter	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ☉
	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.)
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.