

### 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.



### Empath

Each night, you learn how many of your 2 alive neighbours are evil.



### Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



#### 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.



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.



#### Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



#### 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.



#### Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



### Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



#### Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



### 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)



#### Xaan

On night X. all Townsfolk are poisoned until dusk. [X Outsiders]



#### Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



# Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



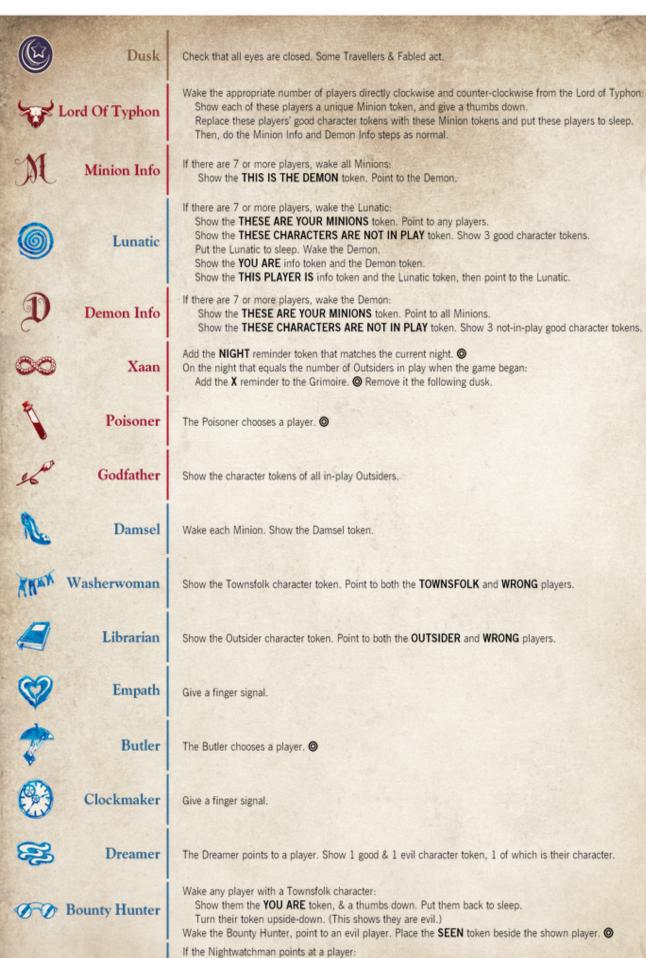
### Fang Gu

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



### Lord Of Typhon

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

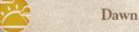


Nightwatchman

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. @



Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
O	Xaan	Add the <b>NIGHT</b> reminder token that matches the current night.  On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire.  Remove it the following dusk.
1	Poisoner	The Poisoner chooses a player. <b>⊚</b>
15	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
6	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
	Zombuul	If no one died today, the Zombuul chooses a player. ◎
3	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.
40	Lord Of Typhon	The Lord of Typhon chooses a player, <b>⊚</b>
Y	Vigormortis	The Vigormortis chooses a player. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊚
26	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
N	Damsel	TBD
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
4	Empath	Give a finger signal.
6	Undertaker	If a player was executed today, show their character token.
(A)	B Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
0	<b>D</b> 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.
efe	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.
7	Butler	The Butler chooses a player. ◎
£	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.