

# 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.



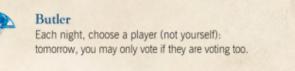
## Monk

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.





# Goon

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



# but you are not.

Drunk

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

**Snake Charmer** 

1 of which is correct.

Nightwatchman

Dreamer

Slaver

Ravenkeeper

If you die at night,

Tea Lady

they can't die.

you learn their character.

Each night, choose an alive player:

you learn 1 good and 1 evil character,

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.

you are woken to choose a player:

If both your alive neighbors are good,

You do not know you are the Drunk.

You think you are a Townsfolk character,

with you & is then poisoned.

a chosen Demon swaps characters & alignments

Each night, choose a player (not yourself or Travellers):

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.



# 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.



### Imp

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



(3)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Dusk	Officer that all eyes are closed. Some Travellers & Labled act.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
D	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 <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.
2	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.
Anny	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.
<b>%</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
00	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.
1	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.
43	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open.

