

### Steward

You start knowing 1 good player.



## 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.



#### Butler

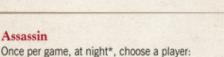
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



# Lunatic

Assassin

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





# Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.

they die, even if for some reason they could not.

If a player is then executed, their team loses.



#### Dreamer

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



#### 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),



### Nightwatchman

Once per game, at night, choose a player: they learn you are the Nightwatchman.



#### Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



#### Fool

The first time you die, you don't.



#### Recluse

You might register as evil & as a Minion or Demon, even if dead.



#### Saint

If you die by execution, your team loses.



# Boffin 🔻

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



#### Xaan

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



#### Vigormortis

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



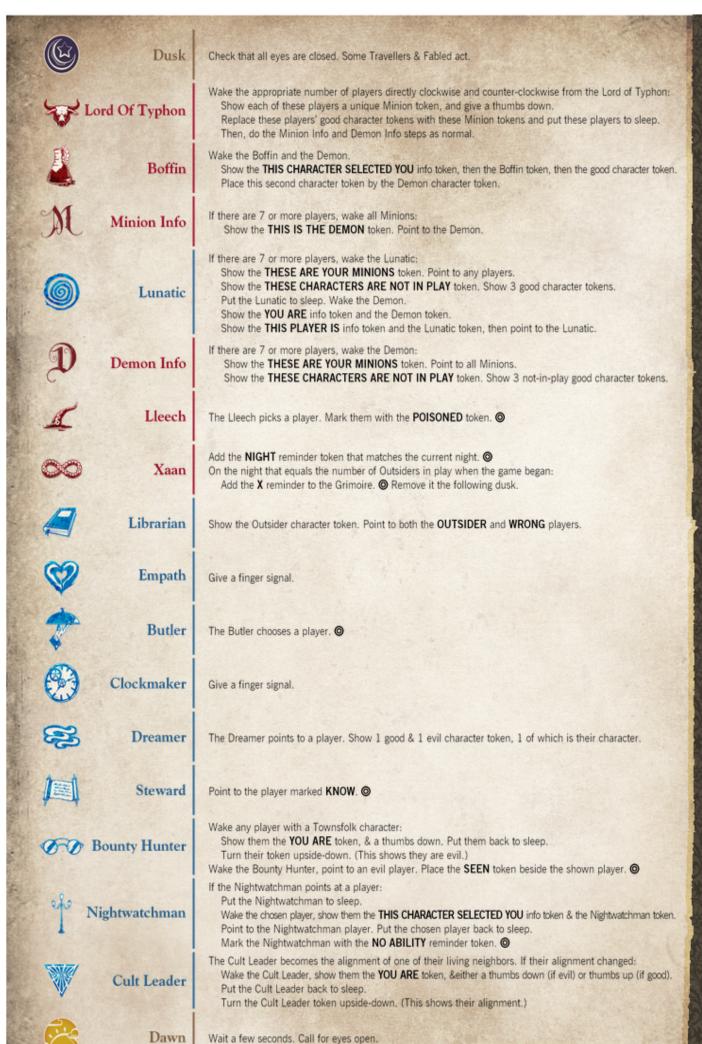
## Al-Hadikhia

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



### Lleech 1

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
00	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.
5	Innkeeper	The Innkeeper chooses 2 players.
0	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).
4	Lord Of Typhon	The Lord of Typhon chooses a player.
1	Vigormortis	The Vigormortis chooses a player. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊚
	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.
1	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token.
×	Assassin	The Assassin might choose a player. ⊚⊚
4	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
<b>(4)</b>	Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their character token.
<b>3</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
00	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.
f	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.
	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.)
*	Butler	The Butler chooses a player. <b>◎</b>
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.