TOWNSFOLK

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.

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.

Monk
Each night*, choose a player (not yourself):
they are safe from the Demon tonight.

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.

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

Sage
If the Demon kills you,
you learn that it is 1 of 2 players.

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

Virgin
The 1st time you are nominated,
if the nominator is a Townsfolk,
they are executed immediately.

OUTSIDERS

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.

Drunk
You do not know you are the Drunk.
You think you are a Townsfolk character,
but you are not.

Saint
If you die by execution,
your team loses.

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.

Mastermind
If the Demon dies by execution (ending the game),
play for 1 more day.
If a player is then executed, their team loses.

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

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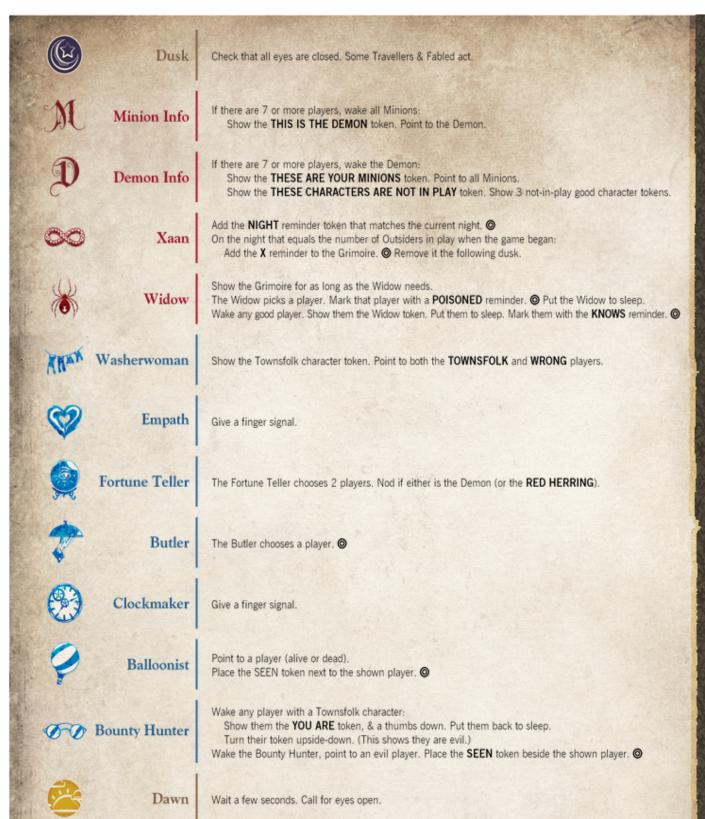**[X Outsiders]**

DEMONS

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 & Fabled act.
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.

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.

Xaan	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.
Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎
Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
Empath	Give a finger signal.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Butler	The Butler chooses a player. ◎
Clockmaker	Give a finger signal.
Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎

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. ◎

	Dawn	Wait a few seconds. Call for eyes open.

🌙	**Dusk**	Check that all eyes are closed. Some Travellers & Fabled act.
∞	**Xaan**	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Monk	The Monk chooses a player. ◎

	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-l 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.

	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Empath	Give a finger signal.
	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.
	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ◎
	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. ◎
	Butler	The Butler chooses a player. ◎
☀	**Dawn**	Wait a few seconds. Call for eyes open & immediately say who died.