

**Investigator**

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

**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.

**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.

**Nightwatchman**

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

**Slayer**

Once per game, during the day, publicly choose a player: if they are the Demon, they die.

**Ravenkeeper**

If you die at night, you are woken to choose a player: you learn their character.

**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.

**Zealot**

If 5 or more players are alive, you must vote for every nomination.

**Damsel**

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

**Poisoner**

Each night, choose a player: they are poisoned tonight and tomorrow day.

**Assassin**

Once per game, at night\*, choose a player: they die, even if for some reason they could not.

**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**

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

**Yaggababble**

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

**Imp**

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

**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.

**Leech**

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



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|--|----------------|---|
|  | Dusk           | Check that all eyes are closed. Some Travellers & Fabled act.   |
|  | Yaggababble    | Write a phrase down so that the Yaggababble can read it.<br>Show the Yaggababble the phrase.  |
|  | Minion Info    | If there are 7 or more players, wake all Minions:<br>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:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.<br>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. ☉   |
|  | Lleech         | The Lleech picks a player. Mark them with the <b>POISONED</b> token. ☹  |
|  | Poisoner       | The Poisoner chooses a player. ☹  |
|  | Widow          | Show the Grimoire for as long as the Widow needs.<br>The Widow picks a player. Mark that player with a <b>POISONED</b> reminder. ☹ Put the Widow to sleep.<br>Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the <b>KNOWS</b> reminder. ☹   |
|  | Damsel         | Wake each Minion. Show the Damsel token.  |
|  | Washerwoman    | Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.  |
|  | Investigator   | Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.  |
|  | Empath         | Give a finger signal.   |
|  | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).  |
|  | Clockmaker     | Give a finger signal.   |
|  | Balloonist     | Point to a player (alive or dead).<br>Place the <b>SEEN</b> token next to the shown player. ☹   |
|  | Bounty Hunter  | Wake any player with a Townsfolk character:<br>Show them the <b>YOU ARE</b> token, & a thumbs down. Put them back to sleep.<br>Turn their token upside-down. (This shows they are evil.)<br>Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player. ☹   |
|  | Nightwatchman  | If the Nightwatchman points at a player:<br>Put the Nightwatchman to sleep.<br>Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token.<br>Point to the Nightwatchman player. Put the chosen player back to sleep.<br>Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☹ |
|  | Dawn           | Wait a few seconds. Call for eyes open.   |



|  |                |  |
|--|----------------|--|
|  | Dusk           | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | Sailor         | The Sailor chooses a living player. ☉  |
|  | Poisoner       | The Poisoner chooses a player. ☉   |
|  | Monk           | The Monk chooses a player. ☉   |
|  | Scarlet Woman  | If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.   |
|  | Imp            | The Imp chooses a player. ☉ If the Imp chose themselves:<br>Replace 1 alive Minion token with a spare Imp token.<br>Put the old Imp to sleep. Wake the new Imp.<br>Show the <b>YOU ARE</b> token, then show the Imp token.   |
|  | Al-Hadikhia    | The Al-Hadikhia points at three players:<br>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.<br>Wake the player marked <b>1</b> & say "The A-I Hadikhia has chosen" then the name of the player.<br>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> .<br>Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.<br>If all three are alive (none have a shroud), add a shroud to all three. |
|  | Lleech         | The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☉   |
|  | Yaggababble    | For each time the Yaggababble publicly said their phrase:<br>You may place a <b>DEAD</b> token next to a living player. ☉  |
|  | Assassin       | The Assassin might choose a player. ☉☉   |
|  | Damsel         | TBD  |
|  | Ravenkeeper    | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.   |
|  | Empath         | Give a finger signal.  |
|  | 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 SEEN token.<br>Place the SEEN 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.<br>Move the <b>SEEN</b> token to the shown player. ☉  |
|  | Nightwatchman  | If the Nightwatchman points at a player:<br>Put the Nightwatchman to sleep.<br>Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token.<br>Point to the Nightwatchman player. Put the chosen player back to sleep.<br>Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☉  |
|  | Dawn           | Wait a few seconds. Call for eyes open & immediately say who died.   |