

## 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.



# Innkeeper

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



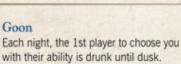
## Sailor

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]



You become their alignment.



# Drunk

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



# 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.





### Scarlet Woman

If there are 5 or more players alive



## 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.



# Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



# 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.



## Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



#### 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.



# Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



#### Zealot

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



#### Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



& the Demon dies, you become the Demon. (Travellers don't count)



#### Yaggababble

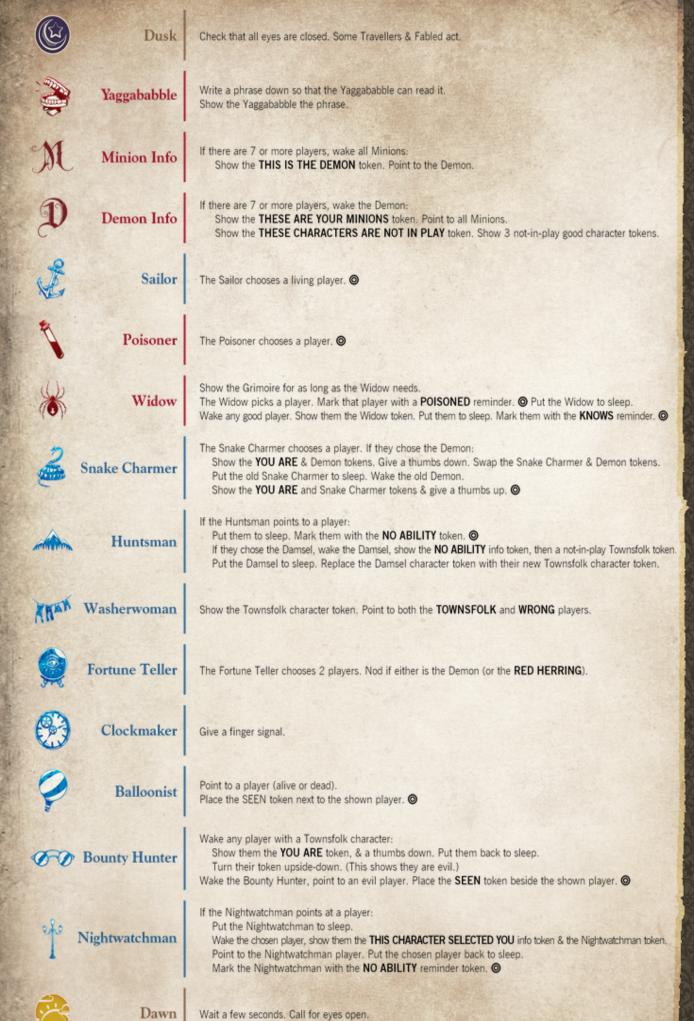
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



#### Zombuul

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





TO A SERVICE		
<b>@</b>	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
V.	Sailor	The Sailor chooses a living player. ⊚
*	Poisoner	The Poisoner chooses a player. ⊚
7	Innkeeper	The Innkeeper chooses 2 players.  ©©©
<u>.</u>	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.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
of the state of th	Zombuul	If no one died today, the Zombuul chooses a player. ◎
	Fang Gu	The Fang Gu chooses a player. (a) 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-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.
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player. <b>⊚</b>
1	Assassin	The Assassin might choose a player. ❷◎
alli	Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the <b>NO ABILITY</b> token.  If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> info token, then a not-in-play Townsfolk token Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
1	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	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.
F	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.
F	<b>Bounty Hunter</b>	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.
of	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.
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Dawn

Wait a few seconds. Call for eyes open & immediately say who died.