



### Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



### Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townfolk 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]



### 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 Townfolk. [+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.



### Goon

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



### Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



### Drunk

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



### Klutz

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



### Zombuul

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



### 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.





Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Yaggababble

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.



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.



Sailor

The Sailor chooses a living player. ☹



Poisoner

The Poisoner chooses a player. ☹



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. ☹



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. ☹



Huntsman

If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☹  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** 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.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Grandmother

Point to the grandchild player & show their character token.



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. ☹



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. ☹



Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.