

### Steward

You start knowing 1 good player.



### Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



## Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



# **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

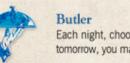
Each night\*, you learn which character died by execution today.



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



Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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.



# Poisoner

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



# Scarlet Woman

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



There are extra Outsiders in play.



# Xaan

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



# No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



# Vortox

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



# Vigormortis

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



### Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+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.



## Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



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.



# Ravenkeeper

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



# Mayor

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



### Drunk

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

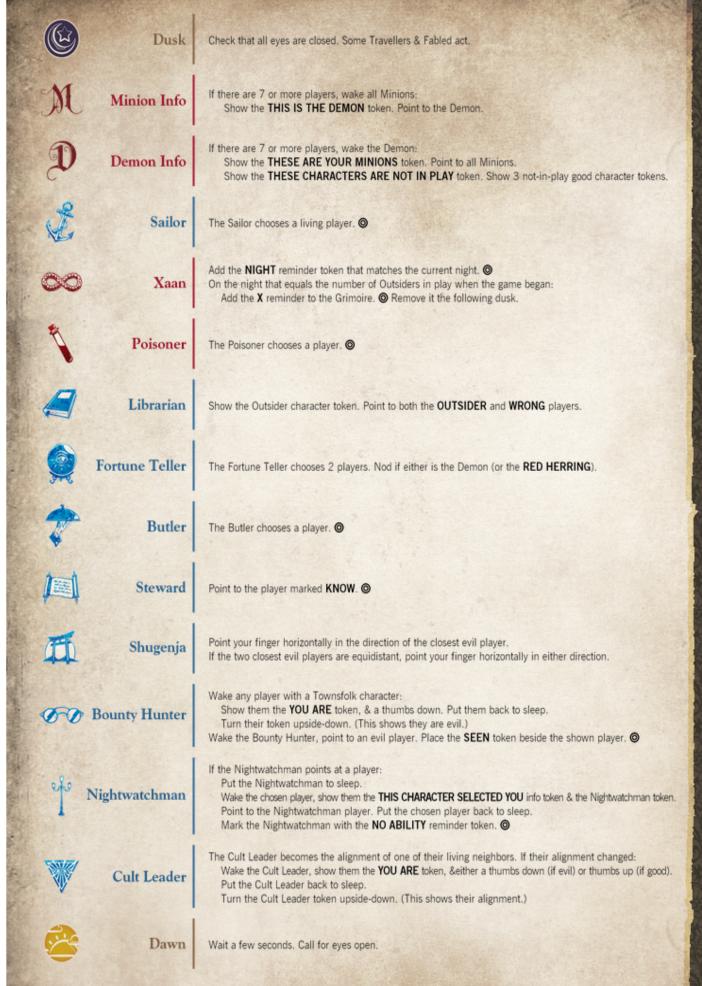


## Saint

If you die by execution, your team loses.



[+2 Outsiders]



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ⊚
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.
1	Poisoner	The Poisoner chooses a player. <b>⊚</b>
Z	Monk	The Monk chooses a player. ◎
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	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.    ■
e e	No Dashii	The No Dashii chooses a player. <b>⊚</b>
9	Vortox	The Vortox chooses a player. ◎
*	Vigormortis	The Vigormortis chooses a player. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊙
2	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.
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.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.