

# Steward

You start knowing 1 good player.



You start knowing how many pairs of evil players there are.



### Investigator

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



## Librarian

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



## Undertaker

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



## 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.



# Tea Lady

Ravenkeeper

If you die at night,

you learn their character.

Fortune Teller

Each night, choose 2 players:

you learn if either is a Demon.

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

There is a good player that registers as a Demon to you.

If both your alive neighbors are good, they can't die.

you are woken to choose a player:



### Mayor

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



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



#### Drunk

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



# Recluse

You might register as evil & as a Minion or Demon, even if dead.



#### 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.



#### Spy &

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



# Scarlet Woman 3

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

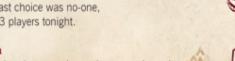


#### Baron

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



Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.





#### Fang Gu 🐿

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



#### Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes



### 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.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
D	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. <b>⊚</b>
43	Spy	Show the Grimoire to the Spy for as long as they need.
V	Pukka	The Pukka chooses a player. ❷
	Steward	Point to the player marked KNOW.
4	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
0-	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
***	Chef	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
N	Damsel	Wake each Minion. Show the Damsel token.
	Dawn	Wait a few seconds. Call for eyes open.
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	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
£	Sailor	The Sailor chooses a living player. <b>⊚</b>
1	Poisoner	The Poisoner chooses a player.
2	Monk	The Monk chooses a player. ◎
-3	Spy	Show the Grimoire to the Spy for as long as they need.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.
V	Pukka	The Pukka 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.
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*
	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.
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 RED HERRING).
	Undertaker	If a player was executed today, show their character token.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.