

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.



Librarian

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



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.



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



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Drunk

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



Recluse

Sage

Sailor

You can't die.

Fortune Teller

Cult Leader

Alsaahir

Nightwatchman

If the Demon kills you,

you learn that it is 1 of 2 players.

Each night, choose 2 players: you learn if either is a Demon.

Once per day, if you publicly guess

Each night, choose an alive player:

either you or they are drunk until dusk.

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

Each night, you become the alignment of an alive neighbor.

which players are Minion(s) and which are Demon(s),

Once per game, at night, choose a player:

they learn you are the Nightwatchman.

If all good players choose to join your cult, your team wins,

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



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.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



There are extra Outsiders in play. [+2 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.



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



Lord Of Typhon

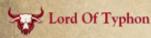
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]





Dusk

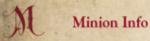
Check that all eyes are closed. Some Travellers & Fabled act.



Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down.

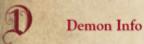
Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.

Show the THESE ARE YOUR MINIONS token. Point to all Minions.



Show the IHIS IS THE DEMON token. Point to the Dem

Sailor

If there are 7 or more players, wake the Demon:



Poisoner

The Poisoner chooses a player.

The Sailor chooses a living player. @



Damsel

Wake each Minion. Show the Damsel token.



Washerwoman

Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.



Librarian

Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Empath

Give a finger signal.



Fortune Teller

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



Butler

The Butler chooses a player. @



Clockmaker

Give a finger signal.



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. @



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 **YOU ARE** 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.)



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

Wait a few seconds. Call for eyes open.



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	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Ł	Sailor	The Sailor chooses a living player.
1	Poisoner	The Poisoner chooses a player.
2	Monk	The Monk chooses a player. ◎
Ψ	Imp	The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.
2	No Dashii	The No Dashii chooses a player. ⊚
9	Vortox	The Vortox chooses a player. ⊚
W	Lord Of Typhon	The Lord of Typhon chooses a player. ⊚
İ	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
N	Damsel	TBD
\$	Empath	Give a finger signal.
	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.
•	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to 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.
	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 YOU ARE 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. ◎
-3	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.
