

#### Steward

You start knowing 1 good player.



# Investigator

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



#### Washerwoman

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



# Shugenja

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



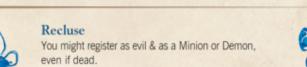
# **Bounty Hunter**

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.





# Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Saint

Empath

Gambler

Dreamer

Courtier

Professor

Ravenkeeper

If you die at night,

Sweetheart

When you die,

you learn their character.

Each night, you learn how many

if you guess wrong, you die.

1 of which is correct.

Nightwatchman

of your 2 alive neighbours are evil.

Each night\*, choose a player & guess their character:

Each night, choose a player (not yourself or Travellers):

you learn 1 good and 1 evil character,

Once per game, at night, choose a player:

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

Once per game, at night\*, choose a dead player:

if they are a Townsfolk, they are resurrected.

you are woken to choose a player:

1 player is drunk from now on.

they learn you are the Nightwatchman.

If you die by execution, your team loses.



#### Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



### Marionette

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies,



Boomdandy

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



# Shabaloth

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



#### Ojo

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



#### Vigormortis

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



# Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
7	Courtier	The Courtier might choose a character. ⊚⊚
Ø <sub>Ø</sub>	Gambler	The Gambler chooses a player & a character. ◎
1	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder:  Mark the chosen player with the <b>FEAR</b> reminder.   Declare that "The Fearmonger has chosen a player."
温	Legion	You may decide a player that dies. (Once per living Legion) <b>⊚</b>
•	Shabaloth	A previously chosen player might be resurrected. The Shabaloth chooses 2 players.
*	Vigormortis	The Vigormortis chooses a player.  If that player is a Minion, poison a neighboring Townsfolk.
8	Ojo	The Ojo points to a role. If a player has that role, they die.   If the role is out of play, the Storyteller chooses any number of players that die.   ■
9.4	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
\$	Professor	The Professor might choose a dead player. <b>⊚⊚</b>
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<b>(2)</b>	Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their character token.
***	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
60	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.
4	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.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.