

Steward

You start knowing 1 good player.



Chef

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.



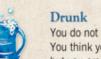
Monk

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.



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

Fortune Teller

Ravenkeeper

If you die at night,

Tea Lady

they can't die.

your team wins.

Mayor

you learn their character.

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.

you are woken to choose a player:

If both your alive neighbors are good,

If only 3 players live & no execution occurs,

If you die at night, another player might die instead.

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

If 5 or more players are alive, you must vote for every nomination.

The 1st time you are nominated,

if the nominator is a Townsfolk,

they are executed immediately.



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]



Po

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



Pukka

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



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.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON 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. ◎
1	Poisoner	The Poisoner chooses a player. ⊚
V	Pukka	The Pukka chooses a player. ◎
2	Damsel	Wake each Minion. Show the Damsel token.
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.
8	Chef	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
画	Steward	Point to the player marked KNOW. ⊚
43	Spy	Show the Grimoire to the Spy for as long as they need.
2	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
£	Sailor	The Sailor chooses a living player. ⊚
1	Poisoner	The Poisoner chooses a player. ◎
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.
V	Pukka	The Pukka chooses a player. The previously poisoned player dies then becomes healthy.
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*
	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.
	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.
1	Damsel	TBD
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
9	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.
43	Spy	Show the Grimoire to the Spy for as long as they need.
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.