

#### 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.



## Empath

Each night, you learn how many of your 2 alive neighbours are evil.



#### Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



#### Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



#### Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



### Slayer

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



#### Soldier

You are safe from the Demon.



#### Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



#### Sage

If the Demon kills you, you learn that it is 1 of 2 players.



### Mayor

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



## Virgin

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.



#### Golem

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



# Saint

If you die by execution, your team loses.



## Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



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.



#### 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.



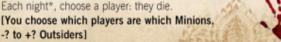
## Vigormortis

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



# Kazali 😽

Each night\*, choose a player: they die. [You choose which players are which Minions,





### Legion

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

05	Kazali	The Kazali points at a player and a Minion on the character sheet.  Replace their old character token with the Minion token. Wake the player.  Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.  Repeat until the normal number of Minions exist.  Put the Kazali to sleep.
	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.
0	Kazali	The Kazali points at a player and a Minion on the character sheet.  Replace their old character token with the Minion token. Wake the player.  Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.  Repeat until the normal number of Minions exist.  Put the Kazali to sleep.
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.
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.
2600	Godfather	Show the character tokens of al in-play Outsiders.
43	Spy	Show the Grimoire to the Spy for as long as they need.
	Steward	Point to the player marked KNOW.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
*	Chef	Give a finger signal.
<b>©</b>	Empath	Give a finger signal.
19	Balloonist	Point to a player (alive or dead).  Place the SEEN token next to the shown player.
<b>2</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Dawn	Wait a few seconds. Call for eyes open.

<b>©</b>	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
*	Cannibal	The Cannibal has the ability of the most recently executed player.  They immediately learn any 'you start knowing' information.
'ই	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
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.
43	Spy	Show the Grimoire to the Spy for as long as they need.
95	Kazali	The Kazali chooses a player. <b>⊚</b>
*	Vigormortis	The Vigormortis chooses a player.   If that player is a Minion, poison a neighboring Townsfolk.
2	No Dashii	The No Dashii chooses a player. ◎
*	Legion	You may decide a player that dies. (Once per living Legion)
2600	Godfather	If an Outsider died today, the Godfather chooses a player.
Ĺ	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
<b>©</b>	Empath	Give a finger signal.
9	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token.  Place the SEEN token next to the shown player.
**	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.