

Knight

You start knowing 2 players that are not the Demon.



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.



Washerwoman

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



Acrobat

Each night*, choose a player: if they are drunk or poisoned, you die.



Dreamer

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



Drunk

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



Recluse

Fearmonger

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

All players know if you choose a new player.

On your 1st night, look at the Grimoire & choose a player: they are poisoned.

1 good player knows a Widow is in play.



You get 3 bluffs. they become an evil Demon of your choice. [No Demon]



Mastermind 3

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.



Shabaloth

Widow

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



Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



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)



Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



Each day, you may make a public statement. Tonight, if it was true, a player dies.



Soldier

You are safe from the Demon.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Tea Lady

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



Magician 🕷

The Demon thinks you are a Minion. Minions think you are a Demon.

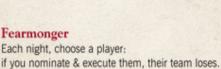


Saint If you die by execution, your team loses.



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Summoner 😽

On the 3rd night, choose a player:



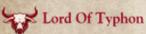


[X Outsiders]



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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.



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician. Put the Minions to sleep. Wake the Demon.

Show the THESE ARE YOUR MINIONS token. Point to al Minions &the Magician.

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



Minion Info

If there are 7 or more players, wake all Minions:

Show the THIS IS THE DEMON token. Point to the Demon.



Summoner

Place the NIGHT 1 reminder.

Show the Summoner 3 not-in-play characters as bluffs.



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.



Xaan

Add the NIGHT reminder token that matches the current night.

On the night that equals the number of Outsiders in play when the game began:

Add the X reminder to the Grimoire. @ Remove it the following dusk.



Widow

Show the Grimoire for as long as the Widow needs.

The Widow picks a player. Mark that player with a POISONED reminder.

Put the Widow to sleep.

Wake any good player. Show them the Widow token, Put them to sleep. Mark them with the KNOWS reminder. @



Fearmonger

The Fearmonger picks a player:

Mark the chosen player with the FEAR reminder. O Declare that "The Fearmonger has chosen a player."



Washerwoman

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



Investigator

Show the Minion character token. Point to both the MINION and WRONG players.



Chef

Give a finger signal.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Knight

Point to the two players marked KNOW. @@



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.)



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
00	Xaan	Add the NIGHT reminder token that matches the current night. On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire. Remove it the following dusk.	
Appl .	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder.	
1	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. Declare that "The Fearmonger has chosen a player."	
0	Summoner	On night two, place the NIGHT 2 reminder. On night three, place the NIGHT 3 reminder and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the YOU ARE info token, then the Demon token. Show the YOU ARE info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.	
•	Shabaloth	A previously chosen player might be resurrected.	
500	Lord Of Typhon	The Lord of Typhon chooses a player. ◎	
	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.	
Q	Gossip	If the Gossip is due to kill a player, they die. ◎	
4	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.	
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.	
3	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.	
W	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.)	
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.	