

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.



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.



Empath

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



Monk

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



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Cult Leader

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



Nightwatchman

Once per game, at night, choose a player: they learn you are the Nightwatchman.



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.



Ravenkeeper

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



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

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



Saint

If you die by execution, your team loses.



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Scarlet Woman 🌯

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Baron

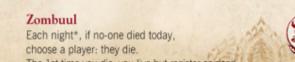
There are extra Outsiders in play. [+2 Outsiders]



Kazali 📆

-? to +? Outsiders]

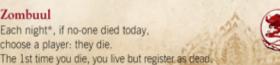
Each night*, choose a player: they die. [You choose which players are which Minions.





Vigormortis

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





Fang Gu 🐿

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

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Replace their old character token with the Minion token. Wake the player Kazali Show them the You Are 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. Check that all eyes are closed. Some Travellers & Fabled act. Dusk If there are 7 or more players, wake all Minions: Minion Info Show the THIS IS THE DEMON token. Point to the Demon. 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. Kazali Show them the You Are 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. If there are 7 or more players, wake the Demon: Demon Info 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. Poisoner The Poisoner chooses a player. @ Spy Show the Grimoire to the Spy for as long as they need. 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. Investigator Show the Minion character token. Point to both the MINION and WRONG players. Chef Give a finger signal. Empath Give a finger signal. 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). Cult Leader Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.) Fortune Teller The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Nightwatchman 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. @ Butler The Butler chooses a player. @

The Kazali points at a player and a Minion on the character sheet.

Dawn

wn Wait a few seconds. Call for eyes open.

©	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
1	Poisoner	The Poisoner chooses a player.
Z	Monk	The Monk chooses a player.
43	Spy	Show the Grimoire to the Spy for as long as they need.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
05	Kazali	The Kazali chooses a player. ⊚
A A	Zombuul	If no one died today, the Zombuul chooses a player.
	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.
**	Vigormortis	The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.
P	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
(2)	Empath	Give a finger signal.
	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.)
	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.
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.
*	Butler	The Butler chooses a player. ⊚
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Wait a few seconds. Call for eyes open & immediately say who died.

Dawn