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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. Dusk Check that all eyes are closed. Some Travellers & Fabled act. Philosopher The Philosopher might choose a character. If necessary, swap their character token. 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. 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. 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. Courtier The Courtier might choose a character. @@ Add the NIGHT reminder token that matches the current night. Xaan 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. The Fearmonger picks a player: Fearmonger Mark the chosen player with the FEAR reminder. @ Declare that "The Fearmonger has chosen a player." Steward Point to the player marked KNOW. @ Noble Point to al three players marked KNOW. Clockmaker Give a finger signal. Wake any player with a Townsfolk character: Show them the YOU ARE token, & a thumbs down. Put them back to sleep. **Bounty Hunter** Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. @ If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. @ Huntsman If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token. Dawn Wait a few seconds. Call for eyes open.

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

Vizier

Declare that the Vizier is in play, and which player it is.



©	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
7	Courtier	The Courtier might choose a character. ©©
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.
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."
	Exorcist	The Exorcist chooses a player. Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
05	Kazali	The Kazali chooses a player. ⊚
*	Vigormortis	The Vigormortis chooses a player. ③ If that player is a Minion, poison a neighboring Townsfolk. ◎③
Ψ	Imp	The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
Å	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
60	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player.
All Market	Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.