

**Steward**

You start knowing
1 good player.

**Chef**

You start knowing how many pairs
of evil players there are.

**Empath**

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

**Gambler**

Each night*, choose a player & guess their character:
if you guess wrong, you die.

**Mathematician**

Each night, you learn
how many players' abilities worked abnormally
(since dawn) due to another character's ability.

**Dreamer**

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

**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.

**Lycanthrope**

Each night*, choose an alive player.
If good, they die & the Demon doesn't kill tonight.
One good player registers as evil.

**Engineer**

Once per game, at night,
choose which Minions or which Demon is in play.

**Cannibal**

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

**Ravenkeeper**

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

**Poppy Grower**

Minions & Demons do not know each other.
If you die, they learn who each other are that night.

**Lunatic**

You think you are a Demon, but you are not.
The Demon knows who you are
& who you choose at night.

**Plague Doctor**

If you die,
the Storyteller gains a Minion ability.

**Barber**

If you died today or tonight, the Demon may choose
2 players (not another Demon) to swap characters.

**Politician**

If you were the player most responsible for your team losing,
you change alignment & win,
even if dead.

**Mezepheles**

You start knowing a secret word.
The 1st good player to say this word
becomes evil that night.

**Witch**

Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.

**Mastermind**

If the Demon dies by execution (ending the game),
play for 1 more day.
If a player is then executed, their team loses.

**Vizier**

All players know who you are.
You can not die during the day.
If good voted, you may choose to execute immediately.

**Shabaloth**

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

**Po**

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

**Zombuul**

Each night*, if no-one died today,
choose a player: they die.
The 1st time you die, you live but register as dead.

**Riot**

On day 3, Minions become Riot
& nominees die but nominate an alive player immediately.
This must happen.

*Not the
first night



Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Poppy Grower

Wake the Demon.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.



Minion Info

If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.



Lunatic

If there are 7 or more players, wake the Lunatic:
Show the **THESE ARE YOUR MINIONS** token. Point to any players.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
Put the Lunatic to sleep. Wake the Demon.
Show the **YOU ARE** info token and the Demon token.
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



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.



Engineer

If the Engineer points to a Demon or Minions on their character sheet:
Swap all appropriate character tokens with new character tokens.
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.
Mark the Engineer with the **NO ABILITY** reminder token. ☹



Witch

The Witch chooses a player. ☹



Mezephheles

Show a single word on a piece of paper, phone, or other device.



Chef

Give a finger signal.



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Dreamer

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



Steward

Point to the player 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.)



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



Vizier

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



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.



Poppy Grower

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
 Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
 Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.



Engineer

If the Engineer points to a Demon or Minions on their character sheet:
 Swap all appropriate character tokens with new character tokens.
 Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.
 Mark the Engineer with the **NO ABILITY** reminder token. ☹



Gambler

The Gambler chooses a player & a character. ☹



Witch

The Witch chooses a player. ☹



Mezepheles

If a player is marked with the **TURNS EVIL** reminder:
 Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
 Turn their character token upside down. (This shows they are now evil.)
 Mark the Mezepheles with the **NO ABILITY** reminder. ☹



Lunatic

Do whatever needs to be done to simulate the Demon acting.
 Put the Lunatic to sleep. Wake the Demon.
 Show the Lunatic token & point to them, then their target(s).



Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:
 Mark them with the **DEAD** reminder. ☹ Demon doesn't kill tonight.



Zombuul

If no one died today, the Zombuul chooses a player. ☹



Shabaloth

A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹



Po

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹☹*



Barber

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens.
 If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.



Plague Doctor

If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
 Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.



Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Dreamer

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



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.)



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open & immediately say who died.