

**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.

**Librarian**

You start knowing that 1 of 2 players
is a particular Outsider. (Or that zero are in play.)

**Innkeeper**

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

**Sailor**

Each night, choose an alive player:
either you or they are drunk until dusk.
You can't die.

**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.

**Slayer**

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

**Cannibal**

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

**Choirboy**

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

**Mayor**

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

**Pacifist**

Executed good players
might not die.

**Butler**

Each night, choose a player (not yourself):
tomorrow, you may only vote if they are voting too.

**Goon**

Each night, the 1st player to choose you
with their ability is drunk until dusk.
You become their alignment.

**Klutz**

When you learn that you died, publicly choose
1 alive player: if they are evil, 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.

**Godfather**

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

**Pit-Hag**

Each night*, choose a player
& a character they become (if not-in-play).
If a Demon is made, deaths tonight are arbitrary.

**Widow**

On your 1st night, look at the Grimoire
& choose a player: they are poisoned.
1 good player knows a Widow is in play.

**Evil Twin**

You & an opposing player know each other.
If the good player is executed, evil wins.
Good can't win if you both live.

**Kazali**

Each night*, choose a player: they die.
[You choose which players are which Minions.
-? to +? Outsiders]

**Fang Gu**

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

**Legion**

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

**Al-Hadikhia**

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



Dusk

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



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 **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.



Minion Info

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



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.



Sailor

The Sailor chooses a living player. ☉



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. ☉



Godfather

Show the character tokens of all in-play Outsiders.



Evil Twin

Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.



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.



Fortune Teller

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



Butler

The Butler chooses a player. ☉



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.)



Dawn

Wait a few seconds. Call for eyes open.



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.



Sailor

The Sailor chooses a living player. ☉



Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



Legion

You may decide a player that dies. (Once per living Legion) ☉



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. ☹



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.



Kazali

The Kazali chooses a player. ☉



Godfather

If an Outsider died today, the Godfather chooses a player. ☉



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



Fortune Teller

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



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.)



Butler

The Butler chooses a player. ☉



Dawn

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