

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.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Dreamer

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



Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s),



Butler

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



they die, even if for some reason they could not.





Marionette

The Demon knows who you are.

[You neighbor the Demon]



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Farmer

If you die at night, an alive good player becomes a Farmer.



If the Demon kills you, you learn that it is 1 of 2 players.



Tea Lady

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



Fool

The first time you die, you don't.

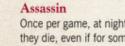


Saint

If you die by execution, your team loses.



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



Once per game, at night*, choose a player:



Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



You think you are a good character but you are not.



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.



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Zombuul

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



Legion

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

| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
|-------------|---------------|--|
| $ \sqrt{} $ | Philosopher | The Philosopher might choose a character. If necessary, swap their character token. ⊚ |
| M | Minion Info | If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. |
| P | 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. |
| M | Marionette | Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep. |
| 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. |
| 7 | Courtier | The Courtier might choose a character. ◎◎ |
| | Wizard | Run the Wizard's ability, if applicable. |
| 2 | Snake Charmer | The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up. ■ |
| 稱 | Evil Twin | Wake both twins. Allow eye contact, Show the good twin's character token to the Evil Twin &vice versa. |
| MAN | Washerwoman | Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players. |
| 0 | Investigator | Show the Minion character token. Point to both the MINION and WRONG players. |
| * | Chef | Give a finger signal. |
| * | Butler | The Butler chooses a player. ⊚ |
| E | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| of | Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ◎ |
| 2 | | |

Dawn

Wait a few seconds. Call for eyes open.

