

# Investigator

You start knowing that 1 of 2 players is a particular Minion.



#### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



### Librarian

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



## Empath

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



## Innkeeper

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



# Monk

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



## Mathematician

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



#### Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



# Saint

If you die by execution, your team loses.



#### Assassin

Once per game, at night\*, choose a player: they die, even if for some reason they could not.



# Widow

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



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



### 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.



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.



#### Vortox

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.





## 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.



## 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.



### Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



#### Pacifist

Executed good players might not die.



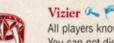
#### Mutant

If you are "mad" about being an Outsider, you might be executed.



#### Politician

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



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
D	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.
00	Xaan	Add the <b>NIGHT</b> reminder token that matches the current night.   On the night that equals the number of Outsiders in play when the game began:  Add the <b>X</b> reminder to the Grimoire.   Remove it the following dusk.
*	Widow	Show the Grimoire for as long as the Widow needs.  The Widow picks a player. Mark that player with a <b>POISONED</b> reminder.   Put the Widow to sleep.  Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the <b>KNOWS</b> reminder.
	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
<b>(4)</b>	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
600)	Grandmother	Point to the grandchild player & show their character token.
	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 <b>YOU ARE</b> 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.
PER	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.
00	Xaan	Add the <b>NIGHT</b> reminder token that matches the current night.   On the night that equals the number of Outsiders in play when the game began:  Add the <b>X</b> reminder to the Grimoire.   Remove it the following dusk.
6	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
Z	Monk	The Monk chooses a player. ◎
The state of the s	Zombuul	If no one died today, the Zombuul chooses a player. ⊚
**	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
<b>A</b>	No Dashii	The No Dashii chooses a player. ◎
P	Vortox	The Vortox chooses a player. ◎
×	Assassin	The Assassin might choose a player. ⊚⊚
60)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<b>*</b>	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	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 <b>YOU ARE</b> 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.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.