

Knight

You start knowing 2 players that are not the Demon.



Chef

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



Grandmother

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



Undertaker

Each night*, you learn which character died by execution today.



Innkeeper

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



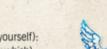
Acrobat

Each night*, choose a player: if they are drunk or poisoned, you 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.



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Lunatic

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



Saint

you don't.

Gossip

Amnesiac

Ravenkeeper

If you die at night,

Tea Lady

they can't die.

your team wins.

Mayor

you learn their character.

Each day, you may make a public statement.

Tonight, if it was true, a player dies.

You do not know what your ability is.

Each day, privately guess what it is: you learn how accurate you are.

you are woken to choose a player:

If both your alive neighbors are good,

If only 3 players live & no execution occurs,

If you die at night, another player might die instead.

If you die by execution, your team loses.

The first time you die,



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Spy -

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



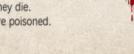
Xaan

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.



Po

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



Shabaloth

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



Vigormortis

Each night*, choose a player: they die.

Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]



| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
|------|------------------|---|
| 5 | Amnesiac | This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information |
| M | 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. |
| 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 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. |
| 4741 | Devil's Advocate | The Devil's Advocate chooses a living player. |
| 1 | Damsel | Wake each Minion. Show the Damsel token. |
| • | Chef | Give a finger signal. |
| | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
| 600) | Grandmother | Point to the grandchild player & show their character token. |
| * | Knight | Point to the two players marked KNOW. ⊚⊚ |
| 43 | Spy | Show the Grimoire to the Spy for as long as they need. |
| - | Ogre | The Ogre points to a player: If the player is evil, flip the Ogre's token upside down. |
| 8 | Dawn | Wait a few seconds. Call for eyes open. |

| Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
|------------------|--|
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| SO 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. |
| Innkeeper | The Innkeeper chooses 2 players. ⊚⊚ |
| Acrobat | The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. |
| Devil's Advocate | The Devil's Advocate chooses a living player. ⊚ |
| Scarlet Woman | If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token. |
| 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). |
| Shabaloth | A previously chosen player might be resurrected. 	 The Shabaloth chooses 2 players. 	 ■ |
| Po | The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(* |
| No Dashii | The No Dashii chooses a player. ◎ |
| Vigormortis | The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk. |
| Gossip | If the Gossip is due to kill a player, they die. ⊚ |
| Damsel | TBD |
| Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. |
| Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token. |
| Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
| Undertaker | If a player was executed today, show their character token. |
| Spy | Show the Grimoire to the Spy for as long as they need. |
| Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |