

**Noble**

You start knowing 3 players, 1 and only 1 of which is evil.

**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.

**Monk**

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

**Preacher**

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

**Savant**

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.

**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.

**Ravenkeeper**

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

**Mayor**

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

**Butler**

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

**Recluse**

You might register as evil & as a Minion or Demon, even if dead.

**Goon**

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

**Barber**

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

**Spy**

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

**Witch**

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

**Harpy**

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

**Baron**

There are extra Outsiders in play. [+2 Outsiders]

**Ojo**

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

**Vigormortis**

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

|  |                     |   |
|--|---------------------|---|
|  | <b>Dusk</b>         | Check that all eyes are closed. Some Travellers & Fabled act.   |
|  | <b>Minion Info</b>  | If there are 7 or more players, wake all Minions:<br>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.   |
|  | <b>Demon Info</b>   | If there are 7 or more players, wake the Demon:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.                               |
|  | <b>Preacher</b>     | The Preacher chooses a player. If they choose a Minion:<br>Put a <b>PREACHED</b> reminder token next to that Minion. Wake the chosen Minion.<br>Show them the <b>THIS CHARACTER SELECTED YOU</b> card & the Preacher token. Put the Minion back to sleep. |
|  | <b>Witch</b>        | The Witch chooses a player. ②   |
|  | <b>Harpy</b>        | The Harpy chooses a player ② & then another player. ② Put the Harpy to sleep. Wake the first target.<br>Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.  |
|  | <b>Pukka</b>        | The Pukka chooses a player. ②   |
|  | <b>Washerwoman</b>  | Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.  |
|  | <b>Investigator</b> | Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.  |
|  | <b>Butler</b>       | The Butler chooses a player. ②  |
|  | <b>Noble</b>        | Point to all three players marked <b>KNOW</b> .   |
|  | <b>Spy</b>          | Show the Grimoire to the Spy for as long as they need.  |
|  | <b>Dawn</b>         | Wait a few seconds. Call for eyes open.   |