

**Noble**

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

**Grandmother**

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

**Bounty Hunter**

You start knowing 1 evil player.  
If the player you know dies, you learn another  
evil player tonight. **[1 Townsfolk is evil]**

**Innkeeper**

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

**Preacher**

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

**Dreamer**

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

**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.

**Nightwatchman**

Once per game, at night, choose a player:  
they learn you are the Nightwatchman.

**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.

**Tea Lady**

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

**Fool**

The first time you die,  
you don't.

**Ogre**

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

**Drunk**

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

**Sweetheart**

When you die,  
1 player is drunk from now on.

**Damsel**

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

**Poisoner**

Each night, choose a player:  
they are poisoned tonight and tomorrow day.

**Widow**

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

**Scarlet Woman**

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

**Baron**

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

**Lil' Monsta**

Each night, Minions choose  
who babysits Lil' Monsta & 'is the Demon'.  
Each night\*, a player might die. **[+1 Minion]**

**Vigormortis**

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

\*Not the  
first night





## Dusk

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



## 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.



## Preacher

The Preacher chooses a player. If they choose a Minion:  
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



## Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:  
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹



## Poisoner

The Poisoner chooses a 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. ☹



## Damsel

Wake each Minion. Show the Damsel token.



## Fortune Teller

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



## Grandmother

Point to the grandchild player & show their character token.



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## Noble

Point to all three players marked **KNOW**.



## Bounty Hunter

Wake any player with a Townsfolk character:  
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.  
Turn their token upside-down. (This shows they are evil.)  
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



## Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



## Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



## 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.



## Preacher

The Preacher chooses a player. If they choose a Minion:  
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



## Poisoner

The Poisoner chooses a player. ☹



## Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



## Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.



## Po

The Po may choose a player OR chooses 3 players if 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. ☹☹



## Lil' Monsta

The minions pick a player. Put them back to sleep, and then:  
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹  
Place the **DEAD** token beside any living player. ☹



## Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹



## 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**).



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## Bounty Hunter

If the player with the **SEEN** token died today or tonight, point to an evil player.  
Move the **SEEN** token to the shown player. ☹



## Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



## Dawn

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