

**Steward**

You start knowing  
1 good player.

**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.

**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.

**Gossip**

Each day, you may make a public statement.  
Tonight, if it was true, a player dies.

**Alsaahir**

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

**Fisherman**

Once per game, during the day,  
visit the Storyteller for some advice  
to help your team win.

**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.

**Mayor**

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

**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.

**Saint**

If you die by execution,  
your team loses.

**Lunatic**

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

**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.

**Scarlet Woman**

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

**Spy**

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

**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.

**Fang Gu**

Each night\*, choose a player: they die.  
The 1st Outsider this kills becomes an evil Fang Gu  
& you die instead. [+1 Outsider]

	<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: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Lunatic</b>	If there are 7 or more players, wake the Lunatic: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the <b>YOU ARE</b> info token and the Demon token. Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Xaan</b>	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.
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ⚡
	<b>Damsel</b>	Wake each Minion. Show the Damsel token.
	<b>Chef</b>	Give a finger signal.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Grandmother</b>	Point to the grandchild player & show their character token.
	<b>Steward</b>	Point to the player marked <b>KNOW</b> . ⚡
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Ogre</b>	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Xaan</b>	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.
	<b>Innkeeper</b>	The Innkeeper chooses 2 players.
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player.
	<b>Scarlet Woman</b>	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.
	<b>Lunatic</b>	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).
	<b>Shabaloth</b>	A previously chosen player might be resurrected.  The Shabaloth chooses 2 players.
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night.  or   (*)
	<b>Fang Gu</b>	The Fang Gu chooses a player.  If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down.
	<b>No Dashii</b>	The No Dashii chooses a player.
	<b>Gossip</b>	If the Gossip is due to kill a player, they die.
	<b>Damsel</b>	TBD
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too.
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<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 & immediately say who died.