






















TOWNSFOLK

	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Shugenja	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Lucky Detective	Each night you may learn something about the Grimoire
	Scourge Seeker	Each night, choose 3 alive players (not yourself): you learn if any of them are evil
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 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.
	AA Leader	Each night choose a player, you and they cannot be made drunk or poisoned due to another characters ability until dusk.
	Undertaker	Each night*, you learn which character died by execution today.
	Lobbyist	Each night*, if the first nominated player the previous day got a predetermined amount of votes, you learn a good character that is in play. If you influenced the vote the information may be false.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	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.





OUTSIDERS

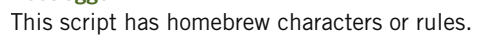
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Sweetheart	When you die, 1 player is drunk from now on.
	Plague Doctor	When you die, the Storyteller gains a Minion ability.
	Puzzlemaster	1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Wizard	Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.
	Widow	On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMONS

	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]
	Leech	Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



**Dusk**

Start the Night Phase.

**Minion Info**

If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

**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.

**AA Leader**

PLACEHOLDER

**Lleech**

The Lleech chooses a player. ●

**Poisoner**

The Poisoner chooses a player. ●

**Widow**

Show the Grimoire for as long as the Widow needs. The Widow chooses a player. ● Put the Widow to sleep. Wake the player marked **KNOW** & show the Widow token. ●

**Wizard**

Do whatever needs to be done to satisfy the Wizard's ability.

**Pixie**

Show the Townsfolk character token marked **MAD**.

**Investigator**

Show the Minion character token. Point to both the **MINION** and **WRONG** players.

**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.

**Scourge Seeker**

PLACEHOLDER

**Lucky Detective**

PLACEHOLDER

**Shugenja**

Point clockwise or anticlockwise.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**AA Leader**

PLACEHOLDER

**Poisoner**

The Poisoner chooses a player. ●

**Wizard**

Do whatever needs to be done to satisfy the Wizard's ability.

**Pit-Hag**

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

**Legion**

A player might die. ●

**No Dashii**

The No Dashii chooses a player. ●

**Vortex**

The Vortex chooses a player. ●

**Lleech**

The Lleech chooses a player. ●

**Sweetheart**

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

**Lobbyist**

PLACEHOLDER

**Scourge Seeker**

PLACEHOLDER

**Lucky Detective**

PLACEHOLDER

**Plague Doctor**

If the Plague Doctor died, the Storyteller gained a Minion ability. If you haven't done this yet, do so now. ●

**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.

**Dreamer**

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

**Dawn**

Wait for a few seconds. End the Night Phase.