

**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.

**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.

**Chambermaid**

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

**Dreamer**

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

**Exorcist**

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

**Courtier**

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

**Juggler**

On your 1st day, publicly guess up to 5 players' characters.
That night, you learn how many you got correct.

**Farmer**

If you die at night, an alive good player becomes a Farmer.

**Choirboy**

If the Demon kills the King, you learn which player is the Demon.
[+ the King]

**Tea Lady**

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

**Fool**

The first time you die, you don't.

**Butler**

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

**Moonchild**

When you learn that you died, publicly choose 1 alive player.
Tonight, if it was a good player, they die.

**Saint**

If you die by execution, your team loses.

**Politician**

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

**Assassin**

Once per game, at night*, choose a player: they die, even if for some reason they could not.

**Wizard**

Once per game, choose to make a wish.
If granted, it might have a price & leave a clue as to its nature.

**Marionette**

You think you are a good character but you are not.
The Demon knows who you are.
[You neighbor the Demon]

**Evil Twin**

You & an opposing player know each other.
If the good player is executed, evil wins.
Good can't win if you both live.

**Xaan**

On night X, all Townsfolk are poisoned until dusk.
[X Outsiders]

**Legion**

Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. [Most players are Legion]

**Lleech**

Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.

**Leviathan**

If more than 1 good player is executed, evil wins.
All players know you are in play.
After day 5, evil wins.

*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.



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.



Courtier

The Courtier might choose a character. ☉☉



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.



Evil Twin

Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☉



Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☉



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Investigator

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



Shugenja

Point your finger horizontally in the direction of the closest evil player.
If the two closest evil players are equidistant, point your finger horizontally in either direction.



Pixie

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



Dreamer

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



Butler

The Butler chooses a player. ☉



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Courtier

The Courtier might choose a character. ☉☉



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.



Exorcist

The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon:
Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.



Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☉



Legion

You may decide a player that dies. (Once per living Legion) ☉



Leviathan

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☉



Assassin

The Assassin might choose a player. ☉☉



Moonchild

If the Moonchild is due to kill a good player, they die. ☉



Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:
Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☉



Farmer

If the Farmer died tonight:
Wake an alive good player.
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
Replace their previous character token with a Farmer character token.



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



Dreamer

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



Juggler

Give a finger signal.



Butler

The Butler chooses a player. ☉



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

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