

## Steward

You start knowing 1 good player.



## Investigator

You start knowing that 1 of 2 players is a particular Minion.



## Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



### Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



#### Undertaker

Each night\*, you learn which character died by execution today.



## Empath

Each night, you learn how many of your 2 alive neighbours are evil.



## Innkeeper

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



## **Snake Charmer**

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



### Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



#### Soldier

You are safe from the Demon.



#### Farmer

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



## 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.



# Drunk

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



## Recluse

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



# Saint

If you die by execution, your team loses.



#### Poisoner

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



#### Sam

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



# Scarlet Woman

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



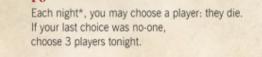
## Xaan

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



#### Po

Lil' Monsta





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



# Fang Gu 🐿

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



## Leviathan 👸 🛰 🕮 🚱 🔎

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





Dusk

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



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. @



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.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:

Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens,

Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up. @



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.



Poisoner

The Poisoner chooses a player.



Spy

Show the Grimoire to the Spy for as long as they need.



Leviathan

Mark the Leviathan with the DAY 1 reminder. @



Steward

Point to the player marked KNOW. @



Librarian

Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Investigator

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



Clockmaker

Give a finger signal.



Empath

Give a finger signal.



Butler

The Butler chooses a player. @



Dawn

Wait a few seconds. Call for eyes open.

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Dawn

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