

## Chef

You start knowing how many pairs of evil players there are.



# 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.



## Librarian

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



# **Bounty Hunter**

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



## Undertaker

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



# Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



### 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.



# Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



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.



Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



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]



# Leviathan III 😲 🎤

If more than 1 good player is executed, evil wins. After day 5, evil wins.



# Dreamer

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



### 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.



# 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.



The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



### Recluse

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



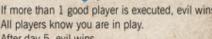
### Saint

If you die by execution, your team loses.



[X Outsiders]







	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
D	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.
£.	Sailor	The Sailor chooses a living player. ◎
**	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following:  Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player:  Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them.
00	Xaan	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.
260	Godfather	Show the character tokens of all in-play Outsiders.
MAN	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
*	Chef	Give a finger signal.
*	Butler	The Butler chooses a player. <b>⊚</b>
<b>E</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
60	Bounty Hunter	Wake any player with a Townsfolk character:  Show them the <b>YOU ARE</b> 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 <b>SEEN</b> token beside the shown player.
4	Spy	Show the Grimoire to the Spy for as long as they need.
8	Dawn	Wait a few seconds. Call for eyes open.
<b>8</b>	Leviathan	Mark the Leviathan with the DAY 1 reminder.