

**Steward**

You start knowing  
1 good player.

**Librarian**

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

**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.

**Tea Lady**

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

**Preacher**

Each night, choose a player:  
a Minion, if chosen, learns this.  
All chosen Minions have no ability.

**Undertaker**

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

**Monk**

Each night\*, choose a player (not yourself):  
they are safe from the Demon tonight.

**Ravenkeeper**

If you die at night,  
you are woken to choose a player:  
you learn their character.

**Sage**

If the Demon kills you,  
you learn that it is 1 of 2 players.

**Slayer**

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

**Fool**

The first time you die,  
you don't.

**Snake Charmer**

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

**Butler**

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

**Recluse**

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

**Lunatic**

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

**Heretic**

Whoever wins, loses & whoever loses, wins,  
even if you are dead.

**Widow**

On your 1st night, look at the Grimoire  
& choose a player: they are poisoned.  
1 good player knows a Widow is in play.

**Assassin**

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

**Mastermind**

If the Demon dies by execution (ending the game),  
play for 1 more day.  
If a player is then executed, their team loses.

**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.

**Zombuul**

Each night\*, if no-one died today,  
choose a player: they die.  
The 1st time you die, you live but register as dead.

**Ojo**

Each night\*, choose a character: they die.  
If they are not in play,  
the Storyteller chooses who dies.

**Legion**

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

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Preacher</b>	The Preacher chooses a player. If they choose a Minion: Put a <b>PREACHED</b> reminder token next to that Minion. Wake the chosen Minion. Show them the <b>THIS CHARACTER SELECTED YOU</b> card & the Preacher token. Put the Minion back to sleep.
	<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>Snake Charmer</b>	The Snake Charmer chooses a player. If they chose the Demon: Show the <b>YOU ARE</b> & 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 <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up.
	<b>Monk</b>	The Monk chooses a player.
	<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>Legion</b>	You may decide a player that dies. (Once per living Legion)
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player.
	<b>No Dashii</b>	The No Dashii chooses a player.
	<b>Ojo</b>	The Ojo points to a role. If a player has that role, they die. If the role is out of play, the Storyteller chooses any number of players that die.
	<b>Assassin</b>	The Assassin might choose a player.
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Butler</b>	The Butler chooses a player.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.