

## Steward

You start knowing 1 good player.



#### Noble

You start knowing 3 players, 1 and only 1 of which is evil.



## Investigator

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



### 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]



## Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



# 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.



#### Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



## Slayer

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



### 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.



### Tea Lady

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



#### Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



## Lunatic

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



### Sweetheart

When you die, 1 player is drunk from now on.



# Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



# Godfather

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



# Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



# 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.



## 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.



# Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & "is the Demon".

Each night\*, a player might die. [+1 Minion]



### Riot il >

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.



	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 THIS IS THE DEMON token. Point to the Demon.
	Lunatic	If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.
P	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.
2	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.
1	Lleech	The Lleech picks a player. Mark them with the <b>POISONED</b> token. <b>⊚</b>
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.
2600	Godfather	Show the character tokens of all in-play Outsiders.
1	Fearmonger	The Fearmonger picks a player:  Mark the chosen player with the FEAR reminder. © Declare that "The Fearmonger has chosen a player."
	Pixie	Show the Townsfolk character token marked MAD.
	Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the <b>NO ABILITY</b> token.   If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
N.	Damsel	Wake each Minion. Show the Damsel token.
4	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.
***	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Steward	Point to the player marked KNOW.
	Noble	Point to al three players marked KNOW.
60	<b>Bounty Hunter</b>	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.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	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.
ಎಂ	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.
1	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder:  Mark the chosen player with the <b>FEAR</b> reminder.   Declare that "The Fearmonger has chosen a player."
0	Lunatic	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).
	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.
<b>3</b>	No Dashii	The No Dashii chooses a player. ◎
1	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token.
A	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: 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.  Place the DEAD token beside any living player.
والمحادث	Godfather	If an Outsider died today, the Godfather chooses a player.    Outsider died today, the Godfather chooses a player.
<b>%</b>	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
Am	Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the <b>NO ABILITY</b> token.   If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> info token, then a not-in-play Townsfolk token.  Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
1	Damsel	TBD
×	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.
<b>2</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
200	Juggler	Give a finger signal.
00	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.  Move the <b>SEEN</b> token to the shown player.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.