

## Steward

You start knowing 1 good player.



## Investigator

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



#### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



## Librarian

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



# Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



# **Bounty Hunter**

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



# Innkeeper

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



#### Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



#### Sailor

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



## Dreamer

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



## Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



# Ravenkeeper

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



## Tea Lady

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



#### 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.



#### Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



## Moonchild

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



### Poisoner

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



# Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



# Baron

There are extra Outsiders in play. [+2 Outsiders]



#### Xaan

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



## Vortox

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

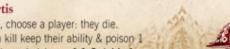


# Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



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.

	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. ◎
1	Lleech	The Lleech picks a player. Mark them with the POISONED token.
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.
1	Poisoner	The Poisoner chooses a player. ⊚
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.
60)	Grandmother	Point to the grandchild player & show their character token.
<b>\$</b>	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.
A	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.
00	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.
	Dawn	Wait a few seconds. Call for eyes open.

	ALC: NO SECTION	
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
*	Cannibal	The Cannibal has the ability of the most recently executed player.  They immediately learn any 'you start knowing' information.
Ł	Sailor	The Sailor chooses a living player. ⊚
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.
1	Poisoner	The Poisoner chooses a player.
<b>'</b> 5	Innkeeper	The Innkeeper chooses 2 players. <b>©©</b>
•	Gambler	The Gambler chooses a player & a character. ◎
*	Legion	You may decide a player that dies. (Once per living Legion) 🎯
9	Vortox	The Vortox chooses a player. ◎
*	Vigormortis	The Vigormortis chooses a player. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊚
Ĺ	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token.
© U	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
600)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<b>#</b>	Dreamer	The Dreamer points to a player, Show 1 good & 1 evil character token, 1 of which is their character.
TO	Bounty Hunter	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.