

## 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.)



## Shugenja

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



## Monk

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



## Snake Charmer

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



### Dreamer

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



#### Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s),



#### Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



## Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



#### Soldier

You are safe from the Demon.



### Farmer

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



#### Sage

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



## Tea Lady

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



#### Golem

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



## Saint

If you die by execution, your team loses.



## Mutant

If you are "mad" about being an Outsider, you might be executed.



# Heretic &

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



#### Assassin

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



# Marionette 🙈

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



## Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.

If a player is then executed, their team loses.



The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



### Shabaloth

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

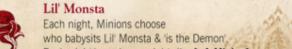


who babysits Lil' Monsta & 'is the Demon', Each night\*, a player might die. [+1 Minion]



# Fang Gu

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





# 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.



(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
	Boffin	Wake the Boffin and the Demon.  Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token.  Place this second character token by the Demon character token.
2	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.    ■
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.
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.
M	Marionette	Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.
2	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.
1	Lleech	The Lleech picks a player. Mark them with the POISONED 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.
孤	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.
#	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
of the same of the	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
*	Dawn	Wait a few seconds. Call for eyes open.

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

Dawn