

**Steward**

You start knowing  
1 good player.

**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.

**Librarian**

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

**Undertaker**

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

**Empath**

Each night, you learn how many  
of your 2 alive neighbours are evil.

**Sailor**

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

**Snake Charmer**

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

**Cult Leader**

Each night, you become the alignment of an alive neighbor.  
If all good players choose to join your cult, your team wins.

**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.

**Farmer**

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

**Ravenkeeper**

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

**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.

**Drunk**

You do not know you are the Drunk.  
You think you are a Townsfolk character,  
but you are not.

**Saint**

If you die by execution,  
your team loses.

**Cerenovus**

Each night, choose a player & a good character:  
they are "mad" they are this character tomorrow,  
or might be executed.

**Scarlet Woman**

If there are 5 or more players alive  
& the Demon dies, you become the Demon.  
(Travellers don't count)

**Widow**

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

**Xaan**

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

**Po**

Each night\*, you may choose a player: they die.  
If your last choice was no-one,  
choose 3 players tonight.

**Legion**

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

**Fang Gu**

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

**Leviathan**

If more than 1 good player is executed, evil wins.  
All players know you are in play.  
After day 5, evil wins.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Sailor</b>	The Sailor chooses a living player. ☺
	<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>Widow</b>	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a <b>POISONED</b> reminder. ☺ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the <b>KNOWS</b> reminder. ☺
	<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>Cerenovus</b>	The Cerenovus chooses a player & a character. ☺ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	<b>Librarian</b>	Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.
	<b>Investigator</b>	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	<b>Empath</b>	Give a finger signal.
	<b>Butler</b>	The Butler chooses a player. ☺
	<b>Clockmaker</b>	Give a finger signal.
	<b>Steward</b>	Point to the player marked <b>KNOW</b> . ☺
	<b>Cult Leader</b>	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the <b>YOU ARE</b> token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.
	<b>Leviathan</b>	Mark the Leviathan with the <b>DAY 1</b> reminder. ☺