

**Steward**

You start knowing  
1 good player.

**Chef**

You start knowing how many pairs  
of evil players there are.

**Investigator**

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

**Undertaker**

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

**Innkeeper**

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

**Monk**

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

**Preacher**

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

**Butler**

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

**Sweetheart**

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

**Godfather**

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

**Witch**

Each night, choose a player:  
if they nominate tomorrow, they die.  
If just 3 players live, you lose this ability.

**Pukka**

Each night, choose a player: they are poisoned.  
The previously poisoned player dies then becomes  
healthy.

**Lil' Monsta**

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

**Lycanthrope**

Each night\*, choose an alive player.  
If good, they die & the Demon doesn't kill tonight.  
One good player registers as evil.

**Engineer**

Once per game, at night,  
choose which Minions or which Demon is in play.

**Artist**

Once per game, during the day,  
privately ask the Storyteller any yes/no question.

**Slayer**

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

**Atheist**

The Storyteller can break the game rules,  
and if executed, good wins, even if you are dead.  
[No evil characters]

**Pacifist**

Executed good players  
might not die.

**Klutz**

When you learn that you died, publicly choose  
1 alive player: if they are evil, your team loses.

**Puzzlemaster**

1 player is drunk, even if you die.  
If you guess (once) who it is, learn the Demon player,  
but guess wrong & get false info.

**Psychopath**

Each day, before nominations,  
you may publicly choose a player: they die.  
If executed, you only die if you lose roshambo.

**Evil Twin**

You & an opposing player know each other.  
If the good player is executed, evil wins.  
Good can't win if you both live.

**Zombuul**

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

**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>Engineer</b>	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the <b>YOU ARE</b> info token, then their new character token. Put them to sleep. Mark the Engineer with the <b>NO ABILITY</b> reminder token. ☺
	<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>Lil' Monsta</b>	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. ☺
	<b>Godfather</b>	Show the character tokens of all in-play Outsiders.
	<b>Evil Twin</b>	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.
	<b>Witch</b>	The Witch chooses a player. ☺
	<b>Pukka</b>	The Pukka chooses a player. ☺
	<b>Investigator</b>	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	<b>Chef</b>	Give a finger signal.
	<b>Butler</b>	The Butler chooses a player. ☺
	<b>Steward</b>	Point to the player marked <b>KNOW</b> . ☺
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.
	<b>Leviathan</b>	Mark the Leviathan with the <b>DAY 1</b> reminder. ☺

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Engineer</b>	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the <b>YOU ARE</b> info token, then their new character token. Put them to sleep. Mark the Engineer with the <b>NO ABILITY</b> reminder token. ☺
	<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>Innkeeper</b>	The Innkeeper chooses 2 players. ☺☺
	<b>Monk</b>	The Monk chooses a player. ☺
	<b>Witch</b>	The Witch chooses a player. ☺
	<b>Lycanthrope</b>	The Lycanthrope points to a player. If the chosen player is good: Mark them with the <b>DEAD</b> reminder. ☺ Demon doesn't kill tonight.
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player. ☺
	<b>Pukka</b>	The Pukka chooses a player. ☺ The previously poisoned player dies then becomes healthy. ☺
	<b>Lil' Monsta</b>	The minions pick a player. Put them back to sleep, and then: 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. ☺ Place the <b>DEAD</b> token beside any living player. ☺
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. ☺
	<b>Sweetheart</b>	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺
	<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.
	<b>Leviathan</b>	Mark the Leviathan with either the <b>DAY 2</b> , <b>DAY 3</b> , <b>DAY 4</b> , or <b>DAY 5</b> reminder. ☺