

**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.

**Washerwoman**

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

**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.

**Gambler**

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

**Monk**

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

**Cult Leader**

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

**Lycanthrope**

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

**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.

**Banshee**

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

**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.

**Sweetheart**

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

**Saint**

If you die by execution, your team loses.

**Spy**

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

**Harpy**

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

**Baron**

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

**Xaan**

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

**Kazali**

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

**Lil' Monsta**

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

**Leech**

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

**Riot**

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

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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Kazali | <p>The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.</p> |
| | Minion Info | <p>If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.</p> |
| | Demon Info | <p>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.</p> |
| | Lil' Monsta | <p>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. ☺</p> |
| | LLeech | The LLeech picks a player. Mark them with the POISONED token. ☺ |
| | Xaan | <p>Add the NIGHT reminder token that matches the current night. ☺ On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire. ☺ Remove it the following dusk.</p> |
| | Harpy | <p>The Harpy chooses a player ☺ & then another player. ☺ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.</p> |
| | Washerwoman | Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players. |
| | Librarian | Show the Outsider character token. Point to both the OUTSIDER and WRONG players. |
| | Investigator | Show the Minion character token. Point to both the MINION and WRONG players. |
| | Chef | Give a finger signal. |
| | Empath | Give a finger signal. |
| | Butler | The Butler chooses a player. ☺ |
| | Cult Leader | <p>The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE 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.)</p> |
| | Spy | Show the Grimoire to the Spy for as long as they need. |
| | Dawn | Wait a few seconds. Call for eyes open. |

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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Xaan | Add the NIGHT reminder token that matches the current night. |
| | | On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire. Remove it the following dusk. |
| | Gambler | The Gambler chooses a player & a character. |
| | Monk | The Monk chooses a player. |
| | Harpy | The Harpy chooses a player & then another player. Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target. |
| | Lycanthrope | The Lycanthrope points to a player. If the chosen player is good: Mark them with the DEAD reminder. Demon doesn't kill tonight. |
| | Leech | The LLeech chooses a player. Mark them with the DEAD token. |
| | 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. |
| | Kazali | The Kazali chooses a player. |
| | Sweetheart | If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. |
| | Banshee | If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died. |
| | Empath | Give a finger signal. |
| | Undertaker | If a player was executed today, show their character token. |
| | Cult Leader | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE 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.) |
| | Butler | The Butler chooses a player. |
| | Spy | Show the Grimoire to the Spy for as long as they need. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |