Clockmaker
You start knowing how many steps
from the Demon to its nearest 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.)

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

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

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

Fortune Teller
Each night, choose 2 players:
you learn if either is a Demon.
There is a good player that registers as a Demon to you.

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

Nightwatchman
Once per game, at night, choose a player:
they learn you are the Nightwatchman.

Courtier
Once per game, at night, choose a character:
they are drunk for 3 nights & 3 days.

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

Choirboy
If the Demon kills the King,
you learn which player is the Demon.
[+ the King]

Pacifist
Executed good players
might not die.

Recluse
You might register as evil & as a Minion or Demon,
even if dead.

Saint
If you die by execution,
your team loses.

Politician
If you were the player most responsible for your team losing,
you change alignment & win,
even if dead.

Zealot
If 5 or more players are alive,
you must vote for every nomination.

Devil's Advocate
Each night, choose a living player
(different to last night):
if executed tomorrow, they don't die.

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

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.

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

Yaggababble
You start knowing a secret phrase.
For each time you said it publicly today,
a player might die.

Imp
Each night*, choose a player: they die.
If you kill yourself this way,
a Minion becomes the Imp.

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.

*Not the
first night

Dusk | Check that all eyes are closed. Some Travellers & Fabled act.

Yaggababble | Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.

Minion Info | If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.

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. ◎

Courtier | The Courtier might choose a character. ◎◎

Devil's Advocate | The Devil's Advocate chooses a living player. ◎

Evil Twin | Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin &vice versa.

Librarian | Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Grandmother | Point to the grandchild player & show their character token.

Clockmaker | Give a finger signal.

Bounty Hunter | Wake any player with a Townsfolk character:
Show them the **YOU ARE** 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 **SEEN** token beside the shown player. ◎

Nightwatchman | If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

Dawn | Wait a few seconds. Call for eyes open.

Leviathan | Mark the Leviathan with the **DAY 1** reminder. ◎

Dusk — Check that all eyes are closed. Some Travellers & Fabled act.

Sailor — The Sailor chooses a living player. ◎

Courtier — The Courtier might choose a character. ◎◎

Devil's Advocate — The Devil's Advocate chooses a living player. ◎

Imp — The Imp chooses a player. ◎ If the Imp chose themselves:
Replace 1 alive Minion token with a spare Imp token.
Put the old Imp to sleep. Wake the new Imp.
Show the **YOU ARE** token, then show the Imp token.

Fang Gu — The Fang Gu chooses a player. ◎ If they chose an Outsider (once only):
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎

Yaggababble — For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ◎

Assassin — The Assassin might choose a player. ◎◎

Sage — If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

Choirboy — If the Demon killed the King, wake the Choirboy. Point to the Demon player.

Grandmother — If the grandchild was killed by the Demon, the Grandmother dies too. ◎

Fortune Teller — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Undertaker — If a player was executed today, show their character token.

Bounty Hunter — If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ◎

Nightwatchman — If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

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

Leviathan — Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎