

**Knight**

You start knowing 2 players that are not the Demon.

**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.)

**Empath**

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

**Innkeeper**

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

**Dreamer**

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

**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.

**Cannibal**

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

**Ravenkeeper**

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

**Tea Lady**

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

**Mayor**

If only 3 players live & no execution occurs, your team wins.

If you die at night, another player might die instead.

**Butler**

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

**Drunk**

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

**Klutz**

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

**Politician**

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

**Cerenovus**

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

**Widow**

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

**Mastermind**

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

**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.

**Po**

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

**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.

**Leviathan**

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

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| | 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. |
| | LLeech | The LLeech picks a player. Mark them with the POISONED token. ◎ |
| | Widow | Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a POISONED reminder. ◎ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder. ◎ |
| | Cerenovus | The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token |
| | 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. |
| | Empath | Give a finger signal. |
| | Butler | The Butler chooses a player. ◎ |
| | Clockmaker | Give a finger signal. |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | Knight | Point to the two players marked KNOW . ◎◎ |
| | Dawn | Wait a few seconds. Call for eyes open. |
| | Leviathan | Mark the Leviathan with the DAY 1 reminder. ◎ |

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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Cannibal | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information. |
| | Innkeeper | The Innkeeper chooses 2 players. |
| | Cerenovus | The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token |
| | Po | The Po may choose a player OR chooses 3 players if they chose no-one last night. or (*) |
| | Leech | The Leechech chooses a player. Mark them with the DEAD token. |
| | Yaggababble | For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. |
| | Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token. |
| | Empath | Give a finger signal. |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | Butler | The Butler chooses a player. |
| | 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. |