

Investigator

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



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise.

If equidistant, this info is arbitrary.



Oracle

Each night*, you learn how many dead players are 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.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Sweetheart When you die,

Dreamer

Slaver

Juggler

Choirboy

Tea Lady

they can't die.

The first time you die,

Fool

you don't.

On your 1st day,

1 of which is correct.

Each night, choose a player (not yourself or Travellers):

you learn 1 good and 1 evil character,

Once per game, during the day, publicly choose a player:

if they are the Demon, they die.

If the Demon kills the King,

you learn which player is the Demon.

If both your alive neighbors are good,

publicly guess up to 5 players' characters.

That night, you learn how many you got correct.

Moonchild
When you learn that you died,
publicly choose 1 alive player.
Tonight, if it was a good player, they die.

1 player is drunk from now on.



Witch

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



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.

If a player is then executed, their team loses.



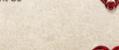
Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Lord Of Typhon

Each night*, choose a player: they die.

[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]



Vortox

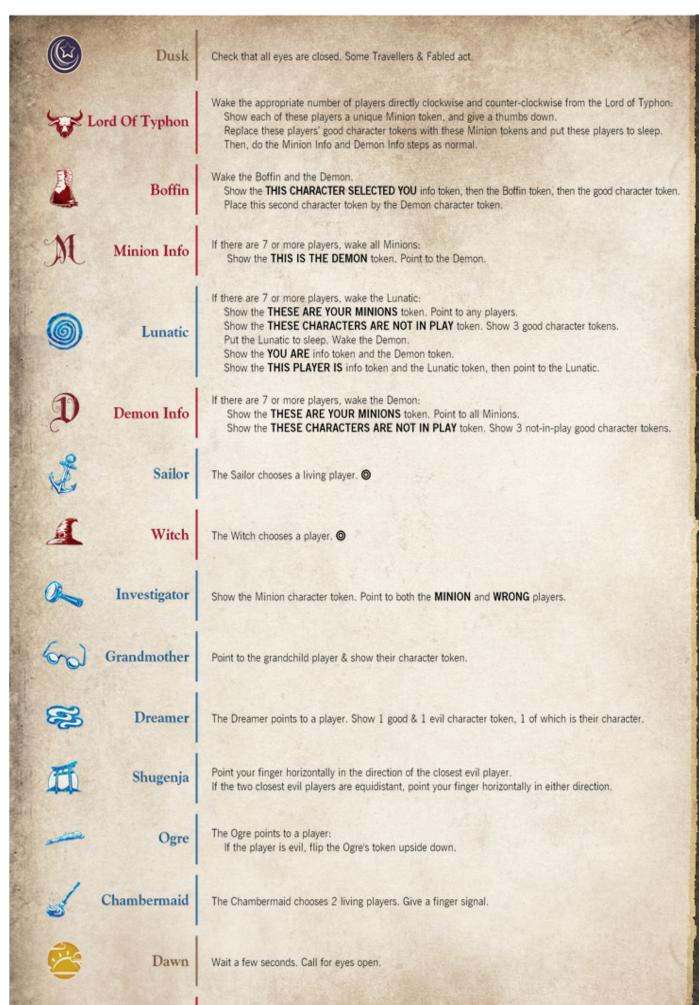
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Leviathan 😽 🖝

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





Mark the Leviathan with the DAY 1 reminder. @

Leviathan

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Ł.	Sailor	The Sailor chooses a living player. ◎
A	Witch	The Witch chooses a player. ⊚
	Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.
0	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
	Shabaloth	A previously chosen player might be resurrected.
9	Vortox	The Vortox chooses a player. ⊚
المكا	Lord Of Typhon	The Lord of Typhon chooses a player, ⊚
9.0	Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎
#	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
600)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too.
	Undertaker	If a player was executed today, show their character token.
23	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
R	Oracle	Give a finger signal.
	Juggler	Give a finger signal.
4	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.
S	Leviathan	Mark the Leviathan with either the DAY 2, DAY 3, DAY 4, or DAY 5 reminder. ◎