

Noble

You start knowing 3 players, 1 and only 1 of which is evil.



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.)



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath

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



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



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.



Slaver

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.



Tea Lady

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



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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.



Godfather

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



Devil's Advocate

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



Widow

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



If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Shabaloth

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



Zombuul

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



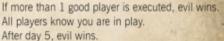
Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Leviathan 👸 😽 🦹







	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
D	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.
	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.
250	Godfather	Show the character tokens of al in-play Outsiders.
TI.	Devil's Advocate	The Devil's Advocate chooses a living player.
*	Leviathan	Mark the Leviathan with the DAY 1 reminder.
	Noble	Point to al three players marked KNOW.
4	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Clockmaker	Give a finger signal.
	Pixie	Show the Townsfolk character token marked MAD.
*	Empath	Give a finger signal.
S02	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
2	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
2	Dawn	Wait a few seconds, Call for eyes open.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
' 5	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
T	Devil's Advocate	The Devil's Advocate chooses a living player. ⊚
*	Zombuul	If no one died today, the Zombuul chooses a player. Output Description:
	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. ■
*	Leviathan	Mark the Leviathan with either the DAY 2, DAY 3, DAY 4, or DAY 5 reminder. ⊚
2600	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
\$	Pixie	If the Townsfolk marked MAD died, & the Pixie player has been sufficiently mad that they were this character: Replace the MAD reminder with the HAS ABILITY reminder.
¥	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died.
%	Empath	Give a finger signal.
S02	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
***	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.
POPULATION		