

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.



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



Chambermaid

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



Dreamer

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



Butler

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



Moonchild

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



Assassin

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



Once per game, choose to make a wish. If granted, it might have a price &



Marionette 🙈

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Courtier

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Farmer

If you die at night, an alive good player becomes a Farmer.



Choirboy

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



Tea Lady

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



The first time you die, you don't.



Saint

If you die by execution, your team loses.



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



leave a clue as to its nature.





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.



Xaan

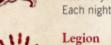
On night X, all Townsfolk are poisoned until dusk.

[X Outsiders]



Lil' Monsta

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



Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Leviathan 🛍 🦄

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



	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.
M	Marionette	Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.
2	Lil' Monsta	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.
00	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.
7	Courtier	The Courtier might choose a character. ⊚⊚
	Wizard	Run the Wizard's ability, if applicable.
稱	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
2	Pixie	Show the Townsfolk character token marked MAD.
Anan	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
*	Butler	The Butler chooses a player. ◎
2	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
瓜	Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
*	Dawn	Wait a few seconds. Call for eyes open.
S	Leviathan	Mark the Leviathan with the DAY 1 reminder.

(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
8	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.
00	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.
7	Courtier	The Courtier might choose a character. ©©
	Wizard	Run the Wizard's ability, if applicable.
	Exorcist	The Exorcist chooses a player. Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
*	Legion	You may decide a player that dies. (Once per living Legion)
*	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.
×	Assassin	The Assassin might choose a player. ⊚⊚
الله الله	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
×	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
**	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
500	Juggler	Give a finger signal.
*	Butler	The Butler chooses a player. ◎
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
*	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. ⊚