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.)

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

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

Gambler
Each night*, choose a player & guess their character:
if you guess wrong, you die.

Monk
Each night*, choose a player (not yourself):
they are safe from the Demon tonight.

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.

Artist
Once per game, during the day,
privately ask the Storyteller any yes/no question.

Slayer
Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.

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

Mayor
If only 3 players live & no execution occurs,
your team wins.
If you die at night, another player might die instead.

Fool
The first time you die,
you don't.

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

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

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

Saint
If you die by execution,
your team loses.

Poisoner
Each night, choose a player:
they are poisoned tonight and tomorrow day.

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

Spy
Each night, you see the Grimoire.
You might register as good
& as a Townsfolk or Outsider, even if dead.

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

Scarlet Woman
If there are 5 or more players alive
& the Demon dies, you become the Demon.
(Travellers don't count)

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.

*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.
	Poisoner	The Poisoner chooses a player. ◎
	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
	Empath	Give a finger signal.
	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.
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open.

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

Poisoner | The Poisoner chooses a player. ◎

Gambler | The Gambler chooses a player & a character. ◎

Monk | The Monk chooses a player. ◎

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

Scarlet Woman | If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

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.

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. ◎◎

Moonchild | If the Moonchild is due to kill a good player, they die. ◎

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

Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

Empath | Give a finger signal.

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.

Spy | Show the Grimoire to the Spy for as long as they need.

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