

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.



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.



Pacifist

might not die.

Moonchild

Mayor

your team wins.

Executed good players

Dreamer

Artist

1 of which is correct.

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

privately ask the Storyteller any yes/no question.

you learn 1 good and 1 evil character,

Once per game, during the day,

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you are woken to choose a player:

If only 3 players live & no execution occurs,

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

publicly choose a player: if they are the Demon, they die.

you learn their character.

Ravenkeeper If you die at night,

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



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



Recluse

Drunk

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



Saint

If you die by execution, your team loses.



Devil's Advocate

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



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



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]



Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



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



Vortox

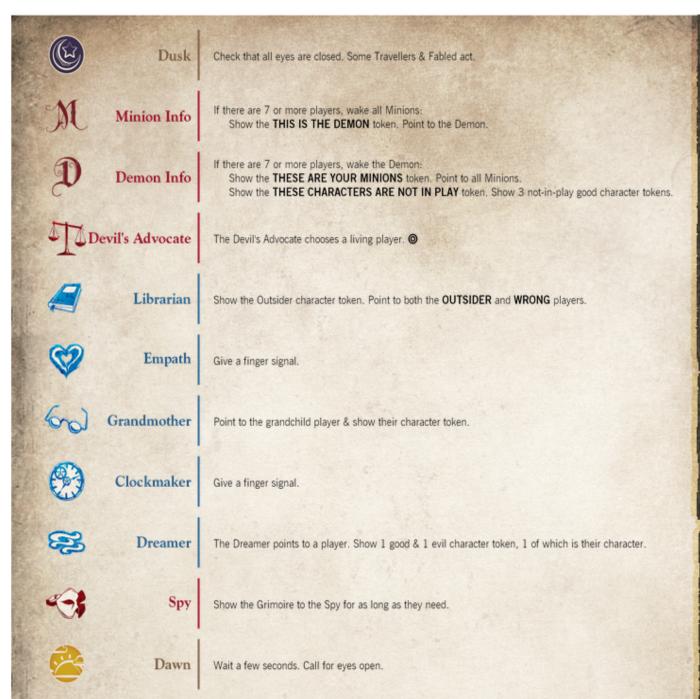
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Riot 60 🚨 🕮 🔑

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.





Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*
Vortox	The Vortox chooses 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.
Undertaker	If a player was executed today, show their character token.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Spy 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.