

Knight

You start knowing 2 players that are not the Demon.



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.)



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.



Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



If the Demon kills you, you learn that it is 1 of 2 players.



Choirboy

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



Fool

The first time you die, you don't.



Golem

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



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.



If you are "mad" about being an Outsider, you might be executed.



Assassin

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



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.



Goblin

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



Baron

There are extra Outsiders in play. [+2 Outsiders]



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



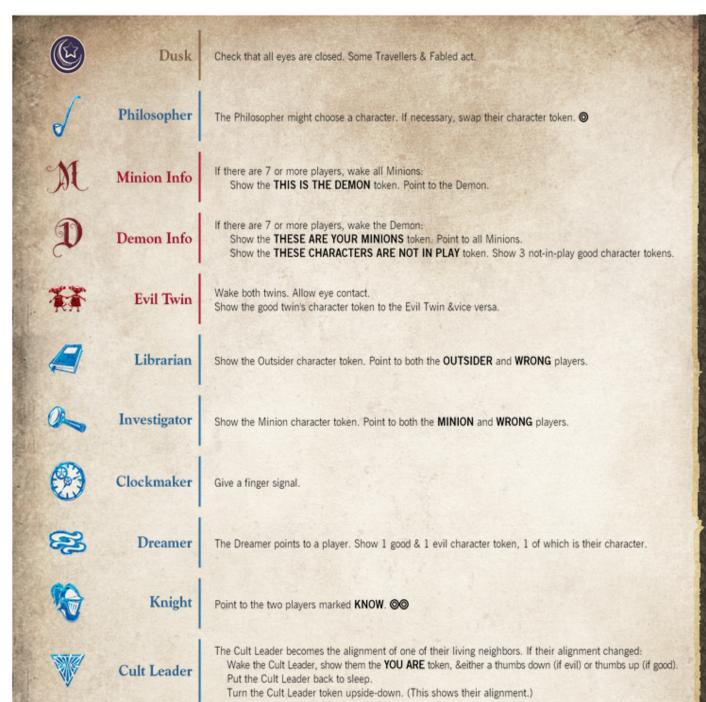
Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Legion

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



Dawn

Wait a few seconds. Call for eyes open.

©	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
$\sqrt{}$	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
' 5	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
*	Legion	You may decide a player that dies. (Once per living Legion) ⊚
e e	No Dashii	The No Dashii chooses a player. ◎
*	Vigormortis	The Vigormortis chooses a player. ② If that player is a Minion, poison a neighboring Townsfolk. ③◎
8	Ojo	The Ojo points to a role. If a player has that role, they die. If the role is out of play, the Storyteller chooses any number of players that die. ■
*	Assassin	The Assassin might choose a player. ◎ ③
Q	Gossip	If the Gossip is due to kill a player, they die. ⊚
į	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
48	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
C C	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
E	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.