

Steward

You start knowing 1 good player.



Knight

You start knowing 2 players that are not the Demon.



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Town Crier

Each night*, you learn if a Minion nominated today.



Empath

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



Monk

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



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

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

You become their alignment.



Chambermaid

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



Village Idiot

Each night, choose a player: you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]



Dreamer

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



Gossip

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



Cannibal

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



Choirboy

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



Golem

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



Goon

Tinker You might die at any time.



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Klutz
When you learn that you died, publicly choose
1 alive player: if they are evil, your team loses.



Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.

If a player is then executed, their team loses.



Psychopath

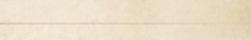
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret.

Each night, choose if you are drunk until dusk.





Kazali ~ P

Each night*, choose a player: they die.

[You choose which players are which Minions.
-? to +? Outsiders]



Leviathan 60 2

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.
6	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
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.
E	Sailor	The Sailor chooses a living player. ⊚
8	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. If they shake their head, remove their DRUNK reminder.
1	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the FEAR reminder. Declare that "The Fearmonger has chosen a player."
©	Empath	Give a finger signal.
60)	Grandmother	Point to the grandchild player & show their character token.
#	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
屋	Steward	Point to the player marked KNOW.
	Knight	Point to the two players marked KNOW. ©©
Q.	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
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.

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(2)	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.
Ž Ž	Sailor	The Sailor chooses a living player. ⊚
2	Monk	The Monk chooses a player. ◎
*	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. If they shake their head, remove their DRUNK reminder.
1	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. Declare that "The Fearmonger has chosen a player."
95	Kazali	The Kazali chooses a player. ⊚
Q.	Gossip	If the Gossip is due to kill a player, they die. ◎
J.	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
300	Tinker	The Tinker might die. ◎
60)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too.
\$	Empath	Give a finger signal,
***	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
1	Town Crier	Either nod or shake your head.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
4	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
8	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.

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