## Chef
You start knowing how many pairs of evil players there are.

## Investigator
You start knowing that 1 of 2 players is a particular 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.)

## 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.

## 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.

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

## Alsaahir
Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

## Nightwatchman
Once per game, at night, choose a player: they learn you are the Nightwatchman.

## 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. [+ the King]

## Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

## 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.

## Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

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

## Widow
On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

## 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.

## Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

## Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.

## Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

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

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

*Not the first night

| | | |
|---|---|---|
| | **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
| | **Boffin** | Wake the Boffin and the Demon.<br>    Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.<br>    Place this second character token by the Demon character token. |
| | **Yaggababble** | Write a phrase down so that the Yaggababble can read it.<br>Show the Yaggababble the phrase. |
| | **Minion Info** | If there are 7 or more players, wake all Minions:<br>    Show the **THIS IS THE DEMON** token. Point to the Demon. |
| | **Lunatic** | If there are 7 or more players, wake the Lunatic:<br>    Show the **THESE ARE YOUR MINIONS** token. Point to any players.<br>    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.<br>    Put the Lunatic to sleep. Wake the Demon.<br>    Show the **YOU ARE** info token and the Demon token.<br>    Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic. |
| | **Demon Info** | If there are 7 or more players, wake the Demon:<br>    Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.<br>    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. |
| | **Sailor** | The Sailor chooses a living player. ◎ |
| | **Widow** | Show the Grimoire for as long as the Widow needs.<br>The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.<br>Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎ |
| | **Evil Twin** | Wake both twins. Allow eye contact.<br>Show the good twin's character token to the Evil Twin &vice versa. |
| | **Librarian** | Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players. |
| | **Investigator** | Show the Minion character token. Point to both the **MINION** and **WRONG** players. |
| | **Chef** | Give a finger signal. |
| | **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. |
| | **Nightwatchman** | If the Nightwatchman points at a player:<br>    Put the Nightwatchman to sleep.<br>    Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.<br>    Point to the Nightwatchman player. Put the chosen player back to sleep.<br>    Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎ |
| | **Cult Leader** | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br>    Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).<br>    Put the Cult Leader back to sleep.<br>    Turn the Cult Leader token upside-down. (This shows their alignment.) |
| | **Dawn** | Wait a few seconds. Call for eyes open. |
| | **Leviathan** | Mark the Leviathan with the **DAY 1** reminder. ◎ |

**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.

**Sailor** — The Sailor chooses a living player. ◉

**Monk** — The Monk chooses a player. ◉

**Lunatic** — Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).

**Shabaloth** — A previously chosen player might be resurrected. ◉ The Shabaloth chooses 2 players. ◉◉

**Vigormortis** — The Vigormortis chooses a player. ◉ If that player is a Minion, poison a neighboring Townsfolk. ◉◉

**Yaggababble** — For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ◉

**Choirboy** — If the Demon killed the King, wake the Choirboy. Point to the Demon 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. ◉

**Empath** — Give a finger signal.

**Fortune Teller** — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Nightwatchman** — If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ◉

**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.)

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

**Leviathan** — Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◉