

**Steward**

You start knowing
1 good player.

**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.)

**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.

**Innkeeper**

Each night*, choose 2 players:
they can't die tonight, but 1 is drunk until dusk.

**Snake Charmer**

Each night, choose an alive player:
a chosen Demon swaps characters & alignments
with you & is then poisoned.

**Slayer**

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

**Soldier**

You are safe
from the Demon.

**Farmer**

If you die at night,
an alive good player becomes a Farmer.

**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.

**Butler**

Each night, choose a player (not yourself):
tomorrow, you may only vote if they are voting too.

**Recluse**

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

**Drunk**

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

**Saint**

If you die by execution,
your team loses.

**Poisoner**

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

**Scarlet Woman**

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

**Widow**

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

**Xaan**

On night X,
all Townsfolk are poisoned until dusk.
[X Outsiders]

**Po**

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

**Legion**

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

**Fang Gu**

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+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.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Xaan	Add the NIGHT reminder token that matches the current night.
		On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire. Remove it the following dusk.
	Poisoner	The Poisoner chooses a player.
	Innkeeper	The Innkeeper chooses 2 players.
	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Legion	You may decide a player that dies. (Once per living Legion)
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. or (*)
	Fang Gu	The Fang Gu chooses a player. If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down.
	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	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.
	Butler	The Butler chooses a player.
	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.