

**Noble**

You start knowing 3 players, 1 and only 1 of which is evil.

**Investigator**

You start knowing that 1 of 2 players is a particular Minion.

**Washerwoman**

You start knowing that 1 of 2 players is a particular Townsfolk.

**Grandmother**

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

**Bounty Hunter**

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. **[1 Townsfolk is evil]**

**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.

**Butler**

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

**Lunatic**

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

**Godfather**

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. **[-1 or +1 Outsider]**

**Witch**

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

**Imp**

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

**Po**

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

**Gambler**

Each night\*, choose a player & guess their character: if you guess wrong, you die.

**Philosopher**

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

**Fisherman**

Once per game, during the day, visit the Storyteller for some advice to help your team win.

**Cannibal**

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

**Farmer**

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

**Sage**

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

**Moonchild**

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

**Snitch**

Each Minion gets 3 bluffs.

**Fearmonger**

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

**Boondandy**

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.

**Vortox**

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

**Vigormortis**

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

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ⚡
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Snitch</b>	Repeat the following process for each Minion: Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Lunatic</b>	If there are 7 or more players, wake the Lunatic: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the <b>YOU ARE</b> info token and the Demon token. Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Godfather</b>	Show the character tokens of all in-play Outsiders.
	<b>Witch</b>	The Witch chooses a player. ⚡
	<b>Fearmonger</b>	The Fearmonger picks a player: Mark the chosen player with the <b>FEAR</b> reminder. ⚡ Declare that "The Fearmonger has chosen a player."
	<b>Washerwoman</b>	Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.
	<b>Investigator</b>	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	<b>Empath</b>	Give a finger signal.
	<b>Butler</b>	The Butler chooses a player. ⚡
	<b>Grandmother</b>	Point to the grandchild player & show their character token.
	<b>Noble</b>	Point to all three players marked <b>KNOW</b> .
	<b>Bounty Hunter</b>	Wake any player with a Townsfolk character: Show them the <b>YOU ARE</b> token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player. ⚡
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. Ⓜ
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ⓂⓂⓂ
	<b>Gambler</b>	The Gambler chooses a player & a character. Ⓜ
	<b>Witch</b>	The Witch chooses a player. Ⓜ
	<b>Fearmonger</b>	The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder: Mark the chosen player with the <b>FEAR</b> reminder. Ⓜ Declare that "The Fearmonger has chosen a player."
	<b>Lunatic</b>	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).
	<b>Imp</b>	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 <b>YOU ARE</b> token, then show the Imp token.
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. Ⓜ or ⓂⓂ(*)
	<b>Vortox</b>	The Vortox chooses a player. Ⓜ
	<b>Vigormortis</b>	The Vigormortis chooses a player. Ⓜ If that player is a Minion, poison a neighboring Townsfolk. ⓂⓂ
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. Ⓜ
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Farmer</b>	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. Ⓜ
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. Ⓜ
	<b>Empath</b>	Give a finger signal.
	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. Ⓜ
	<b>Butler</b>	The Butler chooses a player. Ⓜ
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.