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.

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

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

Preacher
Each night, choose a player:
a Minion, if chosen, learns this.
All chosen Minions have no ability.

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

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

Professor
Once per game, at night*, choose a dead player:
if they are a Townsfolk, they are resurrected.

Huntsman
Once per game, at night, choose a living player:
the Damsel, if chosen, becomes a not-in-play Townsfolk.
[+the Damsel]

Artist
Once per game, during the day,
privately ask the Storyteller any yes/no question.

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

Mayor
If only 3 players live & no execution occurs,
your team wins.
If you die at night, another player might die instead.

Poppy Grower
Minions & Demons do not know each other.
If you die, they learn who each other are that night.

Sweetheart
When you die,
1 player is drunk from now on.

Saint
If you die by execution,
your team loses.

Hatter
If you died today or tonight,
the Minion & Demon players
may choose new Minion & Demon characters to be.

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.

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.

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

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

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

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

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

Lord Of Typhon
Each night*, choose a player: they die.
**[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]**

*Not the
first night

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.

Poppy Grower — If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

Preacher — The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Innkeeper — The Innkeeper chooses 2 players. ⊚⊚⊚

Monk — The Monk chooses a player. ⊚

Witch — The Witch chooses a player. ⊚

Vortox — The Vortox chooses a player. ⊚

Lord Of Typhon — The Lord of Typhon chooses a player. ⊚

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. ⊚

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

Assassin — The Assassin might choose a player. ⊚⊚

Godfather — If an Outsider died today, the Godfather chooses a player. ⊚

Gossip — If the Gossip is due to kill a player, they die. ⊚

Hatter — If the Hatter died, wake the Minions and Demon:
Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
Each player may point to another character of the same type as their current character.
If a second player would end up with the same character as another player:
Shake your head no and gesture for them to choose again.
Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
Change each player to the character they chose.

Sweetheart — If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ⊚

Professor — The Professor might choose a dead player. ⊚⊚

Huntsman — If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ⊚
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

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. ⊚

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