

**Steward**

You start knowing 1 good player.

**Knight**

You start knowing 2 players that are not the Demon.

**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.)

**Bounty Hunter**

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

**Gambler**

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

**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.

**Witch**

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

**Mastermind**

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

**Shabaloth**

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

**Ojo**

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

**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.

**Village Idiot**

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

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

**Sage**

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

**Tea Lady**

If both your alive neighbors are good, they can't die.

**Virgin**

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

**Saint**

If you die by execution, your team loses.

**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.

**Baron**

There are extra Outsiders in play.

[+2 Outsiders]

**Boffin**

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

**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]

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Boffin</b>	Wake the Boffin and the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Boffin token, then the good character token. Place this second character token by the Demon 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>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>Sailor</b>	The Sailor chooses a living player. ◎
	<b>Witch</b>	The Witch chooses a player. ◎
	<b>Librarian</b>	Show the Outsider character token. Point to both the <b>OUTSIDER</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>Butler</b>	The Butler chooses a player. ◎
	<b>Clockmaker</b>	Give a finger signal.
	<b>Steward</b>	Point to the player marked <b>KNOW</b> . ◎
	<b>Knight</b>	Point to the two players marked <b>KNOW</b> . ◎◎
	<b>Village Idiot</b>	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.
	<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>Sailor</b>	The Sailor chooses a living player. ⚪
	<b>Gambler</b>	The Gambler chooses a player & a character. ⚪
	<b>Monk</b>	The Monk chooses a player. ⚪
	<b>Witch</b>	The Witch chooses a player. ⚪
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) ⚪
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ⚪ The Shabaloth chooses 2 players. ⚪
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. ⚪ or ⚪ ⚪ (*)
	<b>Ojo</b>	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. ⚪
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Village Idiot</b>	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.
	<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.