

**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.

**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.

**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.

**Nightwatchman**

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

**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.

**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.

**Godfather**

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

**Scarlet Woman**

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

**Poisoner**

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

**Baron**

There are extra Outsiders in play. [+2 Outsiders]

**Imp**

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

**Leech** ✘

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

**Kazali** ♡

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

**Riot** ⚔️ 🏴️ 🏴️ 🏴️

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Kazali	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the You Are info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	Minion Info	<p>If there are 7 or more players, wake all Minions:</p> <p>Show the THIS IS THE DEMON token. Point to the Demon.</p>
	Demon Info	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to all Minions.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p>
	LLeech	The LLeech picks a player. Mark them with the POISONED token. ☺
	Poisoner	The Poisoner chooses a player. ☺
	Godfather	Show the character tokens of all in-play Outsiders.
	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	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.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Butler	The Butler chooses a player. ☺
	Clockmaker	Give a finger signal.
	Nightwatchman	<p>If the Nightwatchman points at a player:</p> <p>Put the Nightwatchman to sleep.</p> <p>Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token.</p> <p>Point to the Nightwatchman player. Put the chosen player back to sleep.</p> <p>Mark the Nightwatchman with the NO ABILITY reminder token. ☺</p>
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Poisoner	The Poisoner chooses a player. Ⓛ
	Innkeeper	The Innkeeper chooses 2 players. Ⓛ⠀⠃⠀⠃
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Imp	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 YOU ARE token, then show the Imp token.
	LLeech	The LLeech chooses a player. Mark them with the DEAD token. Ⓛ
	Kazali	The Kazali chooses a player. Ⓛ
	Godfather	If an Outsider died today, the Godfather chooses a player. Ⓛ
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Undertaker	If a player was executed today, show their 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. Ⓛ
	Butler	The Butler chooses a player. Ⓛ
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.