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.

Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

Alsaahir
Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

Soldier
You are safe from the Demon.

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

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

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

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

Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

Saint
If you die by execution, your team loses.

Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

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

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

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

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

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

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

Pukka
Each night, choose a player: they are poisoned.
The previously poisoned player dies then becomes healthy.

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

*Not the first night

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.

	Boffin	Wake the Boffin and the Demon.
		  Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
		  Place this second character token by the Demon character token.

	Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
	Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.

	Demon Info	If there are 7 or more players, wake the Demon:
		  Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.
		  Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

	Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
	Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎
	Godfather	Show the character tokens of all in-play Outsiders.
	Pukka	The Pukka chooses a player. ◎
	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.
	Butler	The Butler chooses a player. ◎
	Clockmaker	Give a finger signal.
	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.

Dusk | Check that all eyes are closed. Some Travellers & Fabled act.

Innkeeper | The Innkeeper chooses 2 players. ◎◎◎

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.

Pukka | The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

Lleech | The Lleech chooses a player. Mark them with the **DEAD** token. ◎

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

Godfather | If an Outsider died today, the Godfather chooses a player. ◎

Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

Empath | Give a finger signal.

Undertaker | If a player was executed today, show their character token.

Butler | The Butler chooses a player. ◎

Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal.

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