Chef
You start knowing how many pairs of evil players there are.

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

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]**

Undertaker
Each night*, you learn which character died by execution today.

Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

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.

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

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

Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

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

Choirboy
If the Demon kills the King, you learn which player is the Demon. **[+ the King]**

Pacifist
Executed good players might not die.

Recluse
You might register as evil & as a Minion or Demon, even if dead.

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.

Zealot
If 5 or more players are alive, you must vote for every nomination.

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

Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

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

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

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.

Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. **[+1 Outsider]**

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

*Not the first night

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

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.

Sailor — The Sailor chooses a living player. ◎

Courtier — The Courtier might choose a character. ◎◎

Evil Twin — Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.

Librarian — Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Chef — Give a finger signal.

Fortune Teller — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Grandmother — Point to the grandchild player & show their character token.

Bounty Hunter — Wake any player with a Townsfolk character:
Show them the **YOU ARE** 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 **SEEN** token beside the shown player. ◎

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.

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

Sailor | The Sailor chooses a living player. ◉

Courtier | The Courtier might choose a character. ◉◉

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.

Fang Gu | The Fang Gu chooses a player. ◉ If they chose an Outsider (once only):
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◉

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. ◉◉

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

Choirboy | If the Demon killed the King, wake the Choirboy. Point to the Demon player.

Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ◉

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.

Bounty Hunter | If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ◉

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.