

**Knight**

You start knowing 2 players that are not the Demon.

**Shugenja**

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

**Bounty Hunter**

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

**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.

**Sailor**

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

**Balloonist**

Each night, you learn a player of a different character type than last night. **[+0 or +1 Outsider]**

**Village Idiot**

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

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

**Alsaahir**

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

**Cannibal**

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

**Farmer**

If you die at night, an alive good player becomes a Farmer.

**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.

**Goon**

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

**Politician**

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

**Widow**

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

**Boomdandy**

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.

**Vizier**

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

**Baron**

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

**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.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	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. ☺
	Leech	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. ☺
	Empath	Give a finger signal.
	Butler	The Butler chooses a player. ☺
	Knight	Point to the two players marked KNOW . ☺☺
	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ☺
	Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
	Village Idiot	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.
	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. ☺
	Dawn	Wait a few seconds. Call for eyes open.
	Vizier	Declare that the Vizier is in play, and which player it is.

	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.
	Sailor	The Sailor chooses a living player. ☺
	Innkeeper	The Innkeeper chooses 2 players. ☺☺
	Leech	The Leech chooses a player. Mark them with the DEAD token. ☺
	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Moonchild	If the Moonchild is due to kill a good player, they die. ☺
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☺
	Village Idiot	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.
	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. ☺
	Butler	The Butler chooses a player. ☺
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.