

**Steward**

You start knowing
1 good player.

**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.

**Exorcist**

Each night*, choose a player (different to last night):
the Demon, if chosen, learns who you are
then doesn't wake tonight.

**Soldier**

You are safe
from the Demon.

**Farmer**

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

**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.

**Butler**

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

**Saint**

If you die by execution,
your team loses.

**Recluse**

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

**Barber**

If you died today or tonight, the Demon may choose
2 players (not another Demon) to swap characters.

**Witch**

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

**Baron**

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

**Scarlet Woman**

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

**Boffin**

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

**Ojo**

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

**Fang Gu**

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

**Vigormortis**

Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]

**Lleep**

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.
	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.
	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. ☺
	Witch	The Witch 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.
	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.
	Steward	Point to the player marked KNOW . ☺
	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. ⚡⚡
	Witch	The Witch chooses a player. ⚡
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Exorcist	The Exorcist chooses a player. ⚡ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
	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. ⚡
	Vigormortis	The Vigormortis chooses a player. ⚡ If that player is a Minion, poison a neighboring Townsfolk. ⚡
	Ojo	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. ⚡
	LLeech	The LLeech chooses a player. Mark them with the DEAD token. ⚡
	Barber	If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	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.
	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.
	Butler	The Butler chooses a player. ⚡
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.