

Noble

You start knowing 3 players, 1 and only 1 of which is evil.



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.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



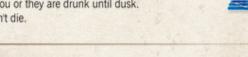
Innkeeper

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.





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.



Saint

Mayor

your team wins.

If you die by execution, your team loses.

Fortune Teller

Alsaahir

good wins.

Nightwatchman

Philosopher Once per game, at night,

Ravenkeeper If you die at night,

Each night, choose 2 players:

you learn if either is a Demon.

Once per day, if you publicly guess

There is a good player that registers as a Demon to you.

which players are Minion(s) and which are Demon(s),

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

choose a good character: gain that ability.

If this character is in play, they are drunk.

If only 3 players live & no execution occurs,

If you die at night, another player might die instead.

you are woken to choose a player:

you learn their character.



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]



Poisoner

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



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Scarlet Woman

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



Imp

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



Kazali

Each night*, choose a player: they die.

[You choose which players are which Minions.
-? to +? Outsiders]



Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Legion

Each night*, a player might die.

Executions fail if only evil voted.

You register as a Minion too. [Most players are Legion]

(E	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
ો	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
0	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⊚
N	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
A	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.
Q.	Sailor	The Sailor chooses a living player. ◎
*	Poisoner	The Poisoner chooses a player. ⊚
26	Godfather	Show the character tokens of all in-play Outsiders.
MIN	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
4	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
4	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
7	Butler	The Butler chooses a player. ◎
	Noble	Point to al three players marked KNOW.
Î	§ 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.
4	Spy	Show the Grimoire to the Spy for as long as they need.
<u> </u>	Dawn	Wait a few seconds. Call for eyes open.

©	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
$ \sqrt{} $	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
£	Sailor	The Sailor chooses a living player. ◎
1	Poisoner	The Poisoner chooses a player. ◎
'ਰ	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.
*	Legion	You may decide a player that dies. (Once per living Legion)
Ψ	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.
9	Vortox	The Vortox chooses a player. ⊚
9	Kazali	The Kazali chooses a player. ⊚
2600	Godfather	If an Outsider died today, the Godfather chooses a player. Outsider died today, the Godfather chooses a player.
2	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).
f	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. ◎
4	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.