Knight
You start knowing 2 players that are not the Demon.

Investigator
You start knowing that 1 of 2 players is a particular Minion.

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

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.

Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

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.

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

Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

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

Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

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.

Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

Saint
If you die by execution, your team loses.

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

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

Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]

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

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.

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

Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

*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. |

| **Marionette** | Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
 Put the Demon to sleep. |

| **Godfather** | Show the character tokens of al in-play Outsiders. |

| **Spy** | Show the Grimoire to the Spy for as long as they need. |

| **Knight** | Point to the two players marked **KNOW**. ◎◎ |

| **Investigator** | Show the Minion character token. Point to both the **MINION** and **WRONG** players. |

| **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. |

| **Empath** | Give a finger signal. |

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

| **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. ◎ |

| Dawn | Wait a few seconds. Call for eyes open. |

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

Monk — The Monk chooses a player. ◎

Spy — Show the Grimoire to the Spy for as long as they need.

Scarlet Woman — If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

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

Vigormortis — The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎

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.

Legion — You may decide a player that dies. (Once per living Legion) ◎

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

Ravenkeeper — If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

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

Banshee — If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎
Publicly announce that the Banshee died.

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.

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. ◎

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