Townsfolk

Steward
You start knowing
1 good player.

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.)

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]

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.

Gambler
Each night*, choose a player & guess their character:
if you guess wrong, you die.

Dreamer
Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.

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.

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

Outsiders

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

Golem
You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.

Sweetheart
When you die,
1 player is drunk from now on.

Saint
If you die by execution,
your team loses.

Minions

Fearmonger
Each night, choose a player:
if you nominate & execute them, their team loses.
All players know if you choose a new player.

Psychopath
Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.

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

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

Demons

Shabaloth
Each night*, choose 2 players: they die.
A dead player you chose last night might be
regurgitated.

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

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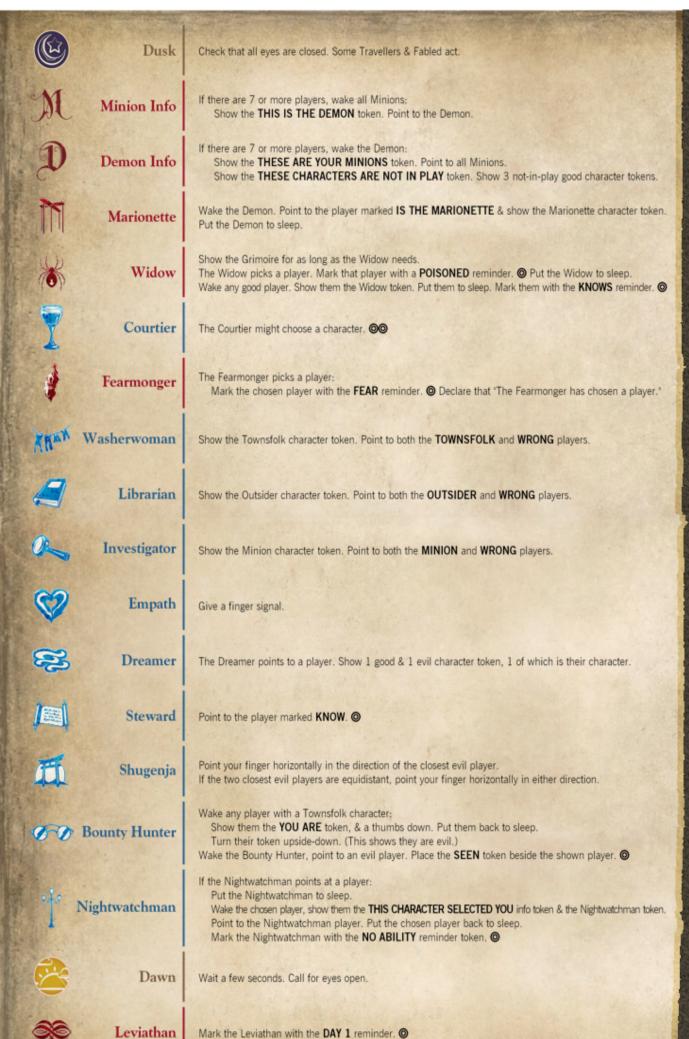Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]

Leviathan 🌀
If more than 1 good player is executed, evil wins.
All players know you are in play.
After day 5, evil wins.

*Not the
first night

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.

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

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. ◎

Courtier — The Courtier might choose a character. ◎◎

Fearmonger — The Fearmonger picks a player:
Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen 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.

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

Empath — Give a finger signal.

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Steward — Point to the player marked **KNOW**. ◎

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.

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.

Leviathan — Mark the Leviathan with the **DAY 1** reminder. ◎

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

Courtier | The Courtier might choose a character. ◎◎

Gambler | The Gambler chooses a player & a character. ◎

Fearmonger | The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
Mark the chosen player with the **FEAR** reminder. ◎ Declare that 'The Fearmonger has chosen a player.'

Shabaloth | A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

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. ◎

Sweetheart | If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎

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

Empath | Give a finger signal.

Undertaker | If a player was executed today, show their character token.

Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

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.

Leviathan | Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎