

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.



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.



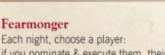
Recluse

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.





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



Marionette

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



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.



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Ravenkeeper

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



Sweetheart

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



Saint

If you die by execution, your team loses.



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Boffin

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



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]



Legion

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



(2)	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.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
D	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.
1	Marionette	Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.
7	Courtier	The Courtier might choose a character. ⊚⊚
1	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the FEAR reminder. © Declare that "The Fearmonger has chosen a player."
	Steward	Point to the player marked KNOW.
Kunk	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
価	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.
(2)	Empath	Give a finger signal.
2	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
00	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.
4	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.
2	Dawn	Wait a few seconds. Call for eyes open.

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