

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.



Empath

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



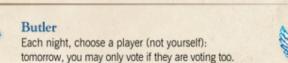
Innkeeper

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.





Recluse

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



Saint

If you die by execution, your team loses.

Fortune Teller

Philosopher

Ravenkeeper If you die at night,

Slaver

Mayor

your team wins.

Once per game, at night,

Once per game, during the day, publicly choose a player:

if they are the Demon, they die.

you are woken to choose a player:

The 1st time you are nominated,

if the nominator is a Townsfolk,

they are executed immediately.

If only 3 players live & no execution occurs,

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

you learn their character.

Each night, choose 2 players:

you learn if either is a Demon.

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

choose a good character: gain that ability. If this character is in play, they are drunk.



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)



Imn

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



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]



Lord Of Typhon

Each night*, choose a player: they die.

[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]



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©	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
W	Lord Of Typhon	Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.
	Philosopher	The Philosopher might choose a character. If necessary, swap their 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.
£	Sailor	The Sailor chooses a living player.
1	Poisoner	The Poisoner chooses a player.
2600	Godfather	Show the character tokens of all in-play Outsiders.
KHWY	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.
\$	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
1	Butler	The Butler chooses a player. ⊚
瓜	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.
43	Spy	Show the Grimoire to the Spy for as long as they need.

Dawn

n Wait a few seconds. Call for eyes open.



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