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.

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.

Alsaahir
Once per day, if you publicly guess
which players are Minion(s) and which are Demon(s),
good wins.

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

Philosopher
Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.

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

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.

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

Saint
If you die by execution,
your team loses.

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]

*Not the
first night

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.

Philosopher — The Philosopher might choose a character. If necessary, swap their character token. ◎

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.

Sailor — The Sailor chooses a living player. ◎

Poisoner — The Poisoner chooses a player. ◎

Godfather — Show the character tokens of all in-play Outsiders.

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.

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

Butler — The Butler chooses a player. ◎

Noble — Point to al three players marked **KNOW**.

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. ◎

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

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

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◉
Sailor	The Sailor chooses a living player. ◉
Poisoner	The Poisoner chooses a player. ◉
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) ◉

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.

Vortox	The Vortox chooses a player. ◉
Kazali	The Kazali chooses a player. ◉
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.
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. ◉
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.