

**Chef**

You start knowing how many pairs of evil players there are.

**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.

**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.

**Monk**

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

**Exorcist**

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

**Philosopher**

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

**Soldier**

You are safe from the Demon.

**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.

**Virgin**

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

**Butler**

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

**Drunk**

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

**Goon**

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

**Saint**

If you die by execution, your team loses.

**Spy**

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

**Summoner**

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. **[No Demon]**

**Marionette**

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

**Baron**

There are extra Outsiders in play. **[+2 Outsiders]**

**Imp**

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

**Po**

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

**Ojo**

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

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⚡
	Monk	The Monk chooses a player. ⚡
	Summoner	<p>On night two, place the NIGHT 2 reminder. ⚡</p> <p>On night three, place the NIGHT 3 reminder ⚡ and wake the Summoner:</p> <ul style="list-style-type: none"> They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the YOU ARE info token, then the Demon token. Show the YOU ARE info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	Exorcist	<p>The Exorcist chooses a player. ⚡ Put the Exorcist to sleep. If the Exorcist chose the Demon:</p> <ul style="list-style-type: none"> Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
	Imp	<p>The Imp chooses a player. ⚡ If the Imp chose themselves:</p> <ul style="list-style-type: none"> 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.
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ⚡ or ⚡⚡(*
	Ojo	<p>The Ojo points to a role. If a player has that role, they die. ⚡</p> <p>If the role is out of play, the Storyteller chooses any number of players that die. ⚡</p>
	Banshee	<p>If the demon killed the Banshee tonight, place the HAS ABILITY token. ⚡</p> <p>Publicly announce that the Banshee died.</p>
	Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their character token.
	Bounty Hunter	<p>If the player with the SEEN token died today or tonight, point to an evil player.</p> <p>Move the SEEN token to the shown player. ⚡</p>
	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.