TOWNSFOLK

Steward
You start knowing
1 good player.

Knight
You start knowing 2 players
that are not the Demon.

Noble
You start knowing 3 players,
1 and only 1 of which is evil.

Town Crier
Each night*, you learn
if a Minion nominated today.

Undertaker
Each night*, you learn which character
died by execution today.

Chambermaid
Each night, choose 2 alive players (not yourself):
you learn how many woke tonight due to their
ability.

King
Each night, if the dead equal or outnumber the living,
you learn 1 alive character.
The Demon knows you are the King.

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.

Gossip
Each day, you may make a public statement.
Tonight, if it was true, a player dies.

Courtier
Once per game, at night, choose a character:
they are drunk for 3 nights & 3 days.

Princess
On your 1st day, if you nominated & executed a player,
the Demon doesn't kill tonight.

Choirboy
If the Demon kills the King,
you learn which player is the Demon.
[+ the King]

Fool
The first time you die,
you don't.

OUTSIDERS

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

Lunatic
You think you are a Demon, but you are not.
The Demon knows who you are
& who you choose at night.

Hermit
You have all Outsider abilities.
[-0 or -1 Outsider]

Politician
If you were the player most responsible for your team losing,
you change alignment & win,
even if dead.

MINIONS

Wizard
Once per game, choose to make a wish.
If granted, it might have a price &
leave a clue as to its nature.

Wraith
You may choose to open your eyes at night.
You wake when other evil players do.

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

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

DEMONS

Lil' Monsta
Each night, Minions choose
who babysits Lil' Monsta & 'is the Demon'.
Each night*, a player might die. **[+1 Minion]**

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

Lleech
Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.

Riot ❖
On day 3, Minions become Riot
& nominees die but nominate an alive player immediately.
This must happen.

*Not the
first night

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Wraith	Wake the Wraith whenever other evil players wake.
	Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.

	Lunatic	If there are 7 or more players, wake the Lunatic:
		    Show the **THESE ARE YOUR MINIONS** token. Point to any players.
		    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
		    Put the Lunatic to sleep. Wake the Demon.
		    Show the **YOU ARE** info token and the Demon token.
		    Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

	Summoner	Place the **NIGHT 1** reminder. ◎ Show the Summoner 3 not-in-play characters as bluffs.

	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.

	King	Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.

	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following:
		    Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
		    Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
		    Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

	Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
	Courtier	The Courtier might choose a character. ◎◎
	Wizard	Run the Wizard's ability, if applicable.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	Butler	The Butler chooses a player. ◎
	Steward	Point to the player marked **KNOW**. ◎
	Knight	Point to the two players marked **KNOW**. ◎◎
	Noble	Point to al three players marked **KNOW**.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Wraith	Wake the Wraith whenever other evil players wake.
	Courtier	The Courtier might choose a character. ◎◎
	Wizard	Run the Wizard's ability, if applicable.

	Summoner	On night two, place the **NIGHT 2** reminder. ◎
		On night three, place the **NIGHT 3** reminder ◎ and wake the Summoner:
		  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.

	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
	Princess	If it is the Princess' first day, and they nominated and executed a player: If the Demon would wake to choose a player, wake them as normal. The Demon does not kill.
	Legion	You may decide a player that dies. (Once per living Legion) ◎
	Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎

	Lil' Monsta	The minions pick a player. Put them back to sleep, and then:
		  Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
		  Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
		Place the **DEAD** token beside any living player. ◎

	Gossip	If the Gossip is due to kill a player, they die. ◎
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	Undertaker	If a player was executed today, show their character token.
	Town Crier	Either nod or shake your head.
	King	If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.
	Butler	The Butler chooses a player. ◎
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.