TOWNSFOLK

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

Investigator
You start knowing that 1 of 2 players
is a particular Minion.

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.

Sailor
Each night, choose an alive player:
either you or they are drunk until dusk.
You can't die.

Village Idiot
Each night, choose a player:
you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]

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.

Juggler
On your 1st day,
publicly guess up to 5 players' characters.
That night, you learn how many you got correct.

Soldier
You are safe
from the Demon.

Cannibal
You have the ability of the recently killed executee.
If they are evil, you are poisoned
until a good player dies by execution.

Farmer
If you die at night,
an alive good player becomes a Farmer.

Sage
If the Demon kills you,
you learn that it is 1 of 2 players.

OUTSIDERS

Ogre
On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.

Golem
You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.

Klutz
When you learn that you died, publicly choose
1 alive player: if they are evil, your team loses.

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

MINIONS

Assassin
Once per game, at night*, choose a player:
they die, even if for some reason they could not.

Widow
On your 1st night, look at the Grimoire
& choose a player: they are poisoned.
1 good player knows a Widow is in play.

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

Xaan
On night X,
all Townsfolk are poisoned until dusk.
[X Outsiders]

DEMONS

Zombuul
Each night*, if no-one died today,
choose a player: they die.
The 1st time you die, you live but register as dead.

Vortox
Each night*, choose a player: they die.
Townsfolk abilities yield false info.
Each day, if no-one is executed, evil wins.

Fang Gu
Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. **[+1 Outsider]**

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]

*Not the
first night

FIRST NIGHT

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
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. ◎
Xaan	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.
Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎
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**).
Knight	Point to the two players marked **KNOW**. ◎◎
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.
Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
Dawn	Wait a few seconds. Call for eyes open.

OTHER NIGHTS

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
Sailor	The Sailor chooses a living player. ◎
Xaan	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.
Zombuul	If no one died today, the Zombuul chooses a player. ◎
Fang Gu	The Fang Gu chooses a player. ◎ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎
Vortox	The Vortox chooses a player. ◎
Lord Of Typhon	The Lord of Typhon chooses a player. ◎
Assassin	The Assassin might choose a player. ◎◎
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
Farmer	If the Farmer died tonight: Wake an alive good player. Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer 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**).
Juggler	Give a finger signal.
Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.