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.

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.

Engineer
Once per game, at night,
choose which Minions or which Demon is in play.

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

Alchemist
You have a Minion ability.
When using this,
the Storyteller may prompt you to choose differently.

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

Minstrel
When a Minion dies by execution, all other players
(except Travellers) are drunk until dusk tomorrow.

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

Tea Lady
If both your alive neighbors are good,
they can't die.

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

Pacifist
Executed good players
might not die.

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

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

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

Sweetheart
When you die,
1 player is drunk from now on.

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

Pit-Hag
Each night*, choose a player
& a character they become (if not-in-play).
If a Demon is made, deaths tonight are arbitrary.

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

Vizier
All players know who you are.
You can not die during the day.
If good voted, you may choose to execute immediately.

Yaggababble
You start knowing a secret phrase.
For each time you said it publicly today,
a player might die.

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]**

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.

*Not the
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.

Alchemist — Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep.
Mark the Alchemist with the **IS THE ALCHEMIST** token. ◎ Swap the Alchemist token with this Minion token.
Turn the Minion token upside-down. (This shows they are still good.).

Yaggababble — Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.

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.

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. ◎

Engineer — If the Engineer points to a Demon or Minions on their character sheet:
    Swap all appropriate character tokens with new character tokens.
    Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
    Mark the Engineer with the **NO ABILITY** reminder token. ◎

Lleech — The Lleech picks a player. Mark them with the **POISONED** token. ◎

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

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.

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

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

Vizier — Declare that the Vizier is in play, and which player it is.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Sailor	The Sailor chooses a living player. ◎
Engineer	If the Engineer points to a Demon or Minions on their character sheet: 　Swap all appropriate character tokens with new character tokens. 　Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to 　Mark the Engineer with the **NO ABILITY** reminder token. ◎
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: 　Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.
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).
Legion	You may decide a player that dies. (Once per living Legion) ◎
Lord Of Typhon	The Lord of Typhon chooses a player. ◎
Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
Yaggababble	For each time the Yaggababble publicly said their phrase: 　You may place a **DEAD** token next to a living player. ◎
Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎
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.
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
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.
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.