Steward
You start knowing
1 good player.

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

Clockmaker
You start knowing how many steps
from the Demon to its nearest Minion.

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.

Acrobat
Each night*, choose a player:
if they are drunk or poisoned,
you die.

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

Huntsman
Once per game, at night, choose a living player:
the Damsel, if chosen, becomes a not-in-play Townsfolk.
[+the Damsel]

Slayer
Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.

Fisherman
Once per game, during the day,
visit the Storyteller for some advice
to help your team win.

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

Banshee
If the Demon kills you, all players learn this.
From now on, you may nominate twice per day
and vote twice per nomination.

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

Tinker
You might die
at any time.

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.

Plague Doctor
If you die,
the Storyteller gains a Minion ability.

Godfather
You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

Witch
Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.

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

Organ Grinder
All players keep their eyes closed when voting
and the vote tally is secret.
Each night, choose if you are drunk until dusk.

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

Vigormortis
Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]

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

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.
	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.
	Godfather	Show the character tokens of all in-play Outsiders.
	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the **DRUNK** reminder. ◎ If they shake their head, remove their **DRUNK** reminder.
	Witch	The Witch chooses a player. ◎
	Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the **NO ABILITY** token. ◎ If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
	Empath	Give a finger signal.
	Clockmaker	Give a finger signal.
	Steward	Point to the player marked **KNOW**. ◎
	Noble	Point to al three players marked **KNOW**.
	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.

Dusk | Check that all eyes are closed. Some Travellers & Fabled act.

Innkeeper | The Innkeeper chooses 2 players. ◎◎◎

Acrobat | The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

Organ Grinder | The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ◎
If they shake their head, remove their **DRUNK** reminder.

Witch | The Witch chooses a player. ◎

Legion | You may decide a player that dies. (Once per living Legion) ◎

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. ◎

Vigormortis | The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎

Godfather | If an Outsider died today, the Godfather chooses a player. ◎

Sweetheart | If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎

Plague Doctor | If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

Banshee | If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎
Publicly announce that the Banshee died.

Huntsman | If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Tinker | The Tinker might die. ◎

Empath | 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.