Grandmother
You start knowing a good player & their character.
If the Demon kills them, you die too.

Gambler
Each night*, choose a player & guess their character:
if you guess wrong, you die.

General
Each night, you learn which alignment
the Storyteller believes is winning:
good, evil, or neither.

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

Lycanthrope
Each night*, choose an alive player.
If good, they die & the Demon doesn't kill tonight.
One good player registers as evil.

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

Professor
Once per game, at night*, choose a dead player:
if they are a Townsfolk, they are resurrected.

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

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

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

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

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

Poppy Grower
Minions & Demons do not know each other.
If you die, they learn who each other are that night.

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

Moonchild
When you learn that you died,
publicly choose 1 alive player.
Tonight, if it was a good player, they die.

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

Zealot
If 5 or more players are alive,
you must vote for every nomination.

Devil's Advocate
Each night, choose a living player
(different to last night):
if executed tomorrow, they don't die.

Harpy
Each night, choose 2 players:
tomorrow, the 1st player is mad that the 2nd is evil,
or one or both might die.

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

Boomdandy
If you are executed, all but 3 players die.
After a 10 to 1 countdown,
the player with the most players pointing at them, dies.

Shabaloth
Each night*, choose 2 players: they die.
A dead player you chose last night might be
regurgitated.

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

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.
	Poppy Grower	Wake the Demon. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.
	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.

	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. ◎

	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Witch	The Witch chooses a player. ◎
	Harpy	The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

	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.

	Grandmother	Point to the grandchild player & show their character token.
	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.
	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	Dawn	Wait a few seconds. Call for eyes open.

OTHER NIGHTS

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Poppy Grower	If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder: 　Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep. 　Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep
	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. ◎
	Gambler	The Gambler chooses a player & a character. ◎
	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Witch	The Witch chooses a player. ◎
	Harpy	The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.
	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).
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: 　Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.
	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) ◎
	Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
	Professor	The Professor might choose a dead player. ◎◎
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon 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.
	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.
	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	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.
	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.