Steward
You start knowing
1 good player.

Washerwoman
You start knowing that 1 of 2 players
is a particular Townsfolk.

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

Bounty Hunter
You start knowing 1 evil player.
If the player you know dies, you learn another
evil player tonight. **[1 Townsfolk is evil]**

Flowergirl
Each night*, you learn
if a Demon voted today.

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

Preacher
Each night, choose a player:
a Minion, if chosen, learns this.
All chosen Minions have no ability.

Cult Leader
Each night, you become the alignment of an alive neighbor.
If all good players choose to join your cult, your team wins.

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

Alsaahir
Once per day, if you publicly guess
which players are Minion(s) and which are Demon(s),
good wins.

Artist
Once per game, during the day,
privately ask the Storyteller any yes/no question.

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

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

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

Tinker
You might die
at any time.

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.

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

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

Evil Twin
You & an opposing player know each other.
If the good player is executed, evil wins.
Good can't win if you both live.

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

Pukka
Each night, choose a player: they are poisoned.
The previously poisoned player dies then becomes
healthy.

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]**

*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.

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.

Preacher — The Preacher chooses a player. If they choose a Minion:
    Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
    Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

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. ◎

Evil Twin — Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.

Pukka — The Pukka chooses a player. ◎

Washerwoman — Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

Clockmaker — Give a finger signal.

Steward — Point to the player marked **KNOW**. ◎

Bounty Hunter — Wake any player with a Townsfolk character:
    Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
    Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ◎

Cult Leader — The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
    Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
    Put the Cult Leader back to sleep.
    Turn the Cult Leader token upside-down. (This shows their alignment.)

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.

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

Preacher | The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

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.

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

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.

Zombuul | If no one died today, the Zombuul chooses a player. ◉

Pukka | The Pukka chooses a player. ◉ The previously poisoned player dies then becomes healthy. ◉

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. ◉◉

Gossip | If the Gossip is due to kill a player, they die. ◉

Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

Tinker | The Tinker might die. ◉

Moonchild | If the Moonchild is due to kill a good player, they die. ◉

Flowergirl | Either nod or shake your head.

Bounty Hunter | If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ◉

Cult Leader | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)

Dawn | Wait a few seconds. Call for eyes open & immediately say who died.