Chef
You start knowing how many pairs of evil players there are.

Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.

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

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]

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.

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

Nightwatchman
Once per game, at night, choose a player: they learn you are the Nightwatchman.

Philosopher
Once per game, at night, choose a good character: gain that ability.
If this character is in play, they are drunk.

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

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

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.

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.

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

Puzzlemaster
1 player is drunk, even if you die.
If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

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

Marionette
You think you are a good character but you are not.
The Demon knows who you are.
[You neighbor the Demon]

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.

Boffin 🔍
The Demon (even if drunk or poisoned) has a not-in-play good character's ability.
You both know which.

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

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

	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.

	Boffin	Wake the Boffin and the Demon.
		    Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
		    Place this second character token by the Demon character token.

	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
	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.

	Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.
	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. ◎

	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.

	Chef	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	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.

	Nightwatchman	If the Nightwatchman points at a player:
		    Put the Nightwatchman to sleep.
		    Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
		    Point to the Nightwatchman player. Put the chosen player back to sleep.
		    Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

	Dawn	Wait a few seconds. Call for eyes open.

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

Philosopher — The Philosopher might choose a character. If necessary, swap their character token. ◎

Gambler — The Gambler chooses a player & a character. ◎

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.

Shabaloth — A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

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. ◎

Lord Of Typhon — The Lord of Typhon chooses a player. ◎

Gossip — If the Gossip is due to kill a player, they die. ◎

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.

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.

Nightwatchman — If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

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