Knight
You start knowing 2 players
that are not the Demon.

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

Investigator
You start knowing that 1 of 2 players
is a particular Minion.

Innkeeper
Each night*, choose 2 players:
they can't die tonight, but 1 is drunk until dusk.

Balloonist
Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]

Dreamer
Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.

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.

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

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

Cannibal
You have the ability of the recently killed executee.
If they are evil, you are poisoned
until a good player dies by execution.

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

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

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.

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

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

Saint
If you die by execution,
your team loses.

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

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

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.

Ojo
Each night*, choose a character: they die.
If they are not in play,
the Storyteller chooses who dies.

Lil' Monsta
Each night, Minions choose
who babysits Lil' Monsta & 'is the Demon'.
Each night*, a player might die. [+1 Minion]

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

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.

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.

Lil' Monsta — Instead of the normal Minion Info and Demon Info steps, do the following:
  Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
    Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
    Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

Devil's Advocate — The Devil's Advocate chooses a living player. ◎

Witch — The Witch chooses a player. ◎

Investigator — Show the Minion character token. Point to both the **MINION** and **WRONG** players.

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

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Knight — Point to the two players marked **KNOW**. ◎◎

Noble — Point to al three players marked **KNOW**.

Balloonist — Point to a player (alive or dead).
Place the SEEN token next 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.)

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.

Cannibal — The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

Innkeeper — The Innkeeper chooses 2 players. ◎◎

Devil's Advocate — The Devil's Advocate chooses a living player. ◎

Witch — The Witch chooses a player. ◎

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).

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. ◎

Ojo — The Ojo points to a role. If a player has that role, they die. ◎
If the role is out of play, the Storyteller chooses any number of players that die. ◎

Lil' Monsta — The minions pick a player. Put them back to sleep, and then:
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
Place the **DEAD** token beside any living player. ◎

Choirboy — If the Demon killed the King, wake the Choirboy. Point to the Demon player.

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

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Juggler — Give a finger signal.

Balloonist — Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next 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.