TOWNSFOLK

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

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

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

Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

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

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

Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

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]

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

Pacifist
Executed good players might not die.

OUTSIDERS

Tinker
You might die at any time.

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

Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

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

MINIONS

Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

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

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.

DEMONS

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

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

*Not the first night

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Courtier	The Courtier might choose 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.
	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.
	Mezepheles	If a player is marked with the **TURNS EVIL** reminder: Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep. Turn their character token upside down. (This shows they are now evil.) Mark the Mezepheles with the **NO ABILITY** reminder. ◎
	Exorcist	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.
	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
	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. ◎
	Barber	If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.
	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.
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	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.
	Tinker	The Tinker might die. ◎
	Flowergirl	Either nod or shake your head.
	Juggler	Give a finger signal.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.