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.

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

Librarian
You start knowing that 1 of 2 players
is a particular Outsider. (Or that zero are in play.)

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

Undertaker
Each night*, you learn which character
died by execution today.

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

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.

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

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

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

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

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

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

Drunk
You do not know you are the Drunk.
You think you are a Townsfolk character,
but you are not.

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

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

Godfather
You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

Poisoner
Each night, choose a player:
they are poisoned tonight and tomorrow day.

Fearmonger
Each night, choose a player:
if you nominate & execute them, their team loses.
All players know if you choose a new player.

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

Kazali
Each night*, choose a player: they die.
[You choose which players are which Minions.
-? to +? Outsiders]

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

Fang Gu
Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]

Lleech
Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.

*Not the
first night

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

	Kazali	The Kazali points at a player and a Minion on the character sheet.
		  Replace their old character token with the Minion token. Wake the player.
		  Show them the **You Are** info token then the Minion character token, and give a thumbs down.
		  Repeat until the normal number of Minions exist.
		  Put the Kazali to sleep.

	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.

	Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
	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.
	Poisoner	The Poisoner chooses a player. ◎
	Godfather	Show the character tokens of all in-play Outsiders.
	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."
	Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
	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**).
	Clockmaker	Give a finger signal.
	Noble	Point to al three players 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. ◎

	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. ◎

	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.

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.

Poisoner — The Poisoner chooses a player. ◎

Innkeeper — The Innkeeper chooses 2 players. ◎◎◎

Fearmonger — The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
   Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."

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 ◎◎(*

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. ◎

Lleech — The Lleech chooses a player. Mark them with the **DEAD** token. ◎

Kazali — The Kazali chooses a player. ◎

Godfather — If an Outsider died today, the Godfather chooses a player. ◎

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

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

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

Undertaker — If a player was executed today, show their character token.

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. ◎

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.