Grandmother
You start knowing a good player & their character.
If the Demon kills them, you die too.

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.

Monk
Each night*, choose a player (not yourself):
they are safe from the Demon tonight.

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

Village Idiot
Each night, choose a player:
you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]

Professor
Once per game, at night*, choose a dead player:
if they are a Townsfolk, they are resurrected.

Huntsman
Once per game, at night, choose a living player:
the Damsel, if chosen, becomes a not-in-play Townsfolk.
[+the Damsel]

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.

Minstrel
When a Minion dies by execution, all other players
(except Travellers) are drunk until dusk tomorrow.

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

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

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

Sweetheart
When you die,
1 player is drunk from now on.

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

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

Harpy
Each night, choose 2 players:
tomorrow, the 1st player is mad that the 2nd is evil,
or one or both might die.

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

Wizard
Once per game, choose to make a wish.
If granted, it might have a price &
leave a clue as to its nature.

Goblin
If you publicly claim to be the Goblin
when nominated & are executed that day,
your team wins.

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

Vigormortis
Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]

Legion
Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. [Most players are Legion]

Riot
On day 3, Minions become Riot
& nominees die but nominate an alive player immediately.
This must happen.

*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.

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.

Wizard
Run the Wizard's ability, if applicable.

Harpy
The Harpy chooses a player ◉ & then another player. ◉ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

Huntsman
If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◉
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Grandmother
Point to the grandchild player & show their character token.

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.

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.

Wizard Run the Wizard's ability, if applicable.

Gambler The Gambler chooses a player & a character. ◎

Monk The Monk chooses a player. ◎

Harpy The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

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).

Legion You may decide a player that dies. (Once per living Legion) ◎

Po The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*

Vigormortis The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎

Sweetheart If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎

Professor The Professor might choose a dead player. ◎◎

Huntsman If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

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.

Grandmother If the grandchild was killed by the Demon, the Grandmother dies too. ◎

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.

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