Townsfolk

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

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

Oracle
Each night*, you learn
how many dead players are evil.

Empath
Each night, you learn how many
of your 2 alive neighbours are evil.

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

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

Sailor
Each night, choose an alive player:
either you or they are drunk until dusk.
You can't die.

Mathematician
Each night, you learn
how many players' abilities worked abnormally
(since dawn) due to another character's ability.

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.

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.

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

Outsiders

Tinker
You might die
at any time.

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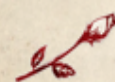When you do, if the nominee is not the Demon,
they die.

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.

Minions

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

Assassin
Once per game, at night*, choose a player:
they die, even if for some reason they could not.

Mastermind
If the Demon dies by execution (ending the game),
play for 1 more day.
If a player is then executed, their team loses.

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

No Dashii
Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.

Imp
Each night*, choose a player: they die.
If you kill yourself this way,
a Minion becomes the Imp.

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.

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.

Sailor | The Sailor chooses a living player. ◎

Courtier | The Courtier might choose a character. ◎◎

Godfather | Show the character tokens of al in-play Outsiders.

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.

Lleech | The Lleech picks a player. Mark them with the **POISONED** token. ◎

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

Empath | Give a finger signal.

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

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

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. ◎

Mathematician | Give a finger signal.

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. ◎
	Sailor	The Sailor chooses a living player. ◎
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Courtier	The Courtier might choose a character. ◎◎
	Gambler	The Gambler chooses a player & a character. ◎

	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.

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

	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. ◎

	No Dashii	The No Dashii chooses a player. ◎

	Imp	The Imp chooses a player. ◎ If the Imp chose themselves:
		    Replace 1 alive Minion token with a spare Imp token.
		    Put the old Imp to sleep. Wake the new Imp.
		    Show the **YOU ARE** token, then show the Imp token.

	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
	Assassin	The Assassin might choose a player. ◎◎
	Tinker	The Tinker might die. ◎
	Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	Empath	Give a finger signal.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	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. ◎
	Oracle	Give a finger signal.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.