TOWNSFOLK

Chef
You start knowing how many pairs of evil players there are.

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

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

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

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

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

King
Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.

Lycanthrope
Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.

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

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

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.

Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDERS

Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

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

Recluse
You might register as evil & as a Minion or Demon, even if dead.

Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINIONS

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

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

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.

DEMONS

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

Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

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

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

*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.

Magician	If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
	    Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
	    Put the Minions to sleep. Wake the Demon.
	    Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician.
	    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

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.

King	Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.
Poisoner	The Poisoner chooses a player. ◎
Wizard	Run the Wizard's ability, if applicable.
Cerenovus	The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token
Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
Chef	Give a finger signal.
Butler	The Butler chooses a player. ◎
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Dawn	Wait a few seconds. Call for eyes open.

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

Poisoner — The Poisoner chooses a player. ◎

Innkeeper — The Innkeeper chooses 2 players. ◎◎◎

Wizard — Run the Wizard's ability, if applicable.

Acrobat — The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

Monk — The Monk chooses a player. ◎

Cerenovus — The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-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).

Lycanthrope — The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.

Shabaloth — A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

No Dashii — The No Dashii chooses a player. ◎

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. ◎

Kazali — The Kazali chooses a player. ◎

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

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

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

King — If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.

Butler — The Butler chooses a player. ◎

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