Steward
You start knowing
1 good player.

Noble
You start knowing 3 players,
1 and only 1 of which is evil.

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.

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

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

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

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.

Mayor
If only 3 players live & no execution occurs,
your team wins.
If you die at night, another player might die instead.

Pacifist
Executed good players
might not die.

Goon
Each night, the 1st player to choose you
with their ability is drunk until dusk.
You become their alignment.

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

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]

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

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]

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

Zombuul
Each night*, if no-one died today,
choose a player: they die.
The 1st time you die, you live but register as dead.

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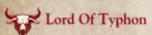Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]

Lord Of Typhon
Each night*, choose a player: they die.
[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]

*Not the
first night

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

🐂	**Lord Of Typhon**	Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
		    Show each of these players a unique Minion token, and give a thumbs down.
		    Replace these players' good character tokens with these Minion tokens and put these players to sleep.
		    Then, do the Minion Info and Demon Info steps as normal.

𝕸	**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.

𝕯	**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.

∞	**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.
🪶	**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."
🌀	**Dreamer**	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
📜	**Steward**	Point to the player marked **KNOW**. ◎
🕎	**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. ◎

🧹	**Chambermaid**	The Chambermaid chooses 2 living players. Give a finger signal.
☀	**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.	
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎	
Monk	The Monk chooses a player. ◎	
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.	
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."	
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).	

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.	

Zombuul	If no one died today, the Zombuul chooses a player. ◎	
Lord Of Typhon	The Lord of Typhon chooses a player. ◎	
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎	
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. ◎	
Undertaker	If a player was executed today, show their character token.	
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.	
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. ◎	

Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.	
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.	