TOWNSFOLK

Steward
You start knowing
1 good player.

Town Crier
Each night*, you learn
if a Minion nominated today.

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

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]

Snake Charmer
Each night, choose an alive player:
a chosen Demon swaps characters & alignments
with you & is then poisoned.

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

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

Farmer
If you die at night,
an alive good player becomes a Farmer.

Ravenkeeper
If you die at night,
you are woken to choose a player:
you learn their character.

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

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

OUTSIDERS

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

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

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

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

MINIONS

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

Evil Twin
You & an opposing player know each other.
If the good player is executed, evil wins.
Good can't win if you both live.

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

Widow
On your 1st night, look at the Grimoire
& choose a player: they are poisoned.
1 good player knows a Widow is in play.

DEMONS

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]**

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

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

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.
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.
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.
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.
Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎
Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎
Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
Steward	Point to the player marked **KNOW**. ◎
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.
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.

OTHER NIGHTS

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.
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.
Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎
Monk	The Monk chooses a player. ◎
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 ◎◎(*
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. ◎
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.
Moonchild	If the Moonchild is due to kill a good player, they die. ◎
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Undertaker	If a player was executed today, show their character token.
Town Crier	Either nod or shake your head.
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.
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.
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.