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

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

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

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

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

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

Juggler
On your 1st day,
publicly guess up to 5 players' characters.
That night, you learn how many you got correct.

Cannibal
You have the ability of the recently killed executee.
If they are evil, you are poisoned
until a good player dies by execution.

Choirboy
If the Demon kills the King,
you learn which player is the Demon.
[+ the King]

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

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

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

Drunk
You do not know you are the Drunk.
You think you are a Townsfolk character,
but you are not.

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

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

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

Devil's Advocate
Each night, choose a living player
(different to last night):
if executed tomorrow, they don't die.

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

Marionette
You think you are a good character but you are not.
The Demon knows who you are.
[You neighbor the Demon]

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

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

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.
	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.
	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.
	Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.
	Sailor	The Sailor chooses a living player. ◎
	Godfather	Show the character tokens of al in-play Outsiders.
	Devil's Advocate	The Devil's Advocate chooses a living 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
	Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
	Noble	Point to al three players marked **KNOW**.
	Chef	Give a finger signal.
	Butler	The Butler chooses a player. ◎
	Dawn	Wait a few seconds. Call for eyes open.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
Sailor	The Sailor chooses a living player. ◉
Innkeeper	The Innkeeper chooses 2 players. ◉◉◉
Gambler	The Gambler chooses a player & a character. ◉
Devil's Advocate	The Devil's Advocate chooses a living 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.
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. ◉
Vigormortis	The Vigormortis chooses a player. ◉ If that player is a Minion, poison a neighboring Townsfolk. ◉◉
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. ◉
Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◉
Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ◉
Moonchild	If the Moonchild is due to kill a good player, they die. ◉
Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
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.
Oracle	Give a finger signal.
Juggler	Give a finger signal.
Butler	The Butler chooses a player. ◉
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.