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

Librarian
You start knowing that 1 of 2 players
is a particular Outsider. (Or that zero are in play.)

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

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

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

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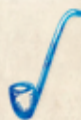you learn 1 good and 1 evil character,
1 of which is correct.

Exorcist
Each night*, choose a player (different to last night):
the Demon, if chosen, learns who you are
then doesn't wake tonight.

Seamstress
Once per game, at night,
choose 2 players (not yourself):
you learn if they are the same alignment.

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

Huntsman
Once per game, at night, choose a living player:
the Damsel, if chosen, becomes a not-in-play Townsfolk.
[+the Damsel]

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.

Virgin
The 1st time you are nominated,
if the nominator is a Townsfolk,
they are executed immediately.

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

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

Mutant
If you are "mad" about being an Outsider,
you might be executed.

Damsel
All Minions know you are in play.
If a Minion publicly guesses you (once),
your team loses.

Mezepheles
You start knowing a secret word.
The 1st good player to say this word
becomes evil that night.

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

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.

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

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

Pukka
Each night, choose a player: they are poisoned.
The previously poisoned player dies then becomes
healthy.

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

*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.

	Poisoner	The Poisoner chooses a player. ◎
	Godfather	Show the character tokens of al in-play Outsiders.
	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
	Mezepheles	Show a single word on a piece of paper, phone, or other device.
	Pukka	The Pukka chooses a player. ◎
	Noble	Point to al three players marked **KNOW**.
	Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎

	Huntsman	If the Huntsman points to a player:
		    Put them to sleep. Mark them with the **NO ABILITY** token. ◎
		    If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
		    Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

	Damsel	Wake each Minion. Show the Damsel token.
	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. ◎

Poisoner — The Poisoner 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.

Mezepheles — If a player is marked with the **TURNS EVIL** reminder:
Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
Turn their character token upside down. (This shows they are now evil.)
Mark the Mezepheles with the **NO ABILITY** 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.

Pukka — The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

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.

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. ◎

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.

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

Town Crier — Either nod or shake your head.

Oracle — Give a finger signal.

Undertaker — If a player was executed today, show their character token.

Seamstress — The Seamstress might choose 2 players. Nod or shake your head. ◎

Huntsman — If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

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