Steward
You start knowing
1 good player.

Investigator
You start knowing that 1 of 2 players
is a particular Minion.

Clockmaker
You start knowing how many steps
from the Demon to its nearest Minion.

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

Pixie
You start knowing 1 in-play Townsfolk.
If you were mad that you were this character,
you gain their ability when they die.

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

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

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

Cult Leader
Each night, you become the alignment of an alive neighbor.
If all good players choose to join your cult, your team wins.

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.

Slayer
Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.

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

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.

Klutz
When you learn that you died, publicly choose
1 alive player: if they are evil, your team loses.

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]

Assassin
Once per game, at night*, choose a player:
they die, even if for some reason they could not.

Mastermind
If the Demon dies by execution (ending the game),
play for 1 more day.
If a player is then executed, their team loses.

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

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

Lil' Monsta
Each night, Minions choose
who babysits Lil' Monsta & 'is the Demon'.
Each night*, a player might die. [+1 Minion]

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

Riot
On day 3, Minions become Riot
& nominees die but nominate an alive player immediately.
This must happen.

*Not the
first night

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

Lil' Monsta — Instead of the normal Minion Info and Demon Info steps, do the following:
  Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
    Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
    Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

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.

Sailor — The Sailor chooses a living player. ◎

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 al in-play Outsiders.

Pukka — The Pukka chooses a player. ◎

Steward — Point to the player marked **KNOW**. ◎

Librarian — Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Investigator — Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Clockmaker — Give a finger signal.

Pixie — Show the Townsfolk character token marked **MAD**.

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

Cult Leader — The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
  Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
  Put the Cult Leader back to sleep.
  Turn the Cult Leader token upside-down. (This shows their alignment.)

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.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Sailor	The Sailor chooses a living player. ◎
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.
Monk	The Monk chooses 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).
Pukka	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

Lil' Monsta	The minions pick a player. Put them back to sleep, and then:
	    Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
	    Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
	Place the **DEAD** token beside any living 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. ◎
Assassin	The Assassin might choose a player. ◎◎
Moonchild	If the Moonchild is due to kill a good player, they die. ◎
Pixie	If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◎
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.

Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
	    Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
	    Put the Cult Leader back to sleep.
	    Turn the Cult Leader token upside-down. (This shows their alignment.)

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.