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.

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.

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

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

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

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

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

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]

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

Vizier
All players know who you are.
You can not die during the day.
If good voted, you may choose to execute immediately.

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

No Dashii
Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.

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]

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.
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.
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. ◎
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.
Pukka	The Pukka chooses a player. ◎
Pixie	Show the Townsfolk character token marked **MAD**.
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.
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.
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**. ◎
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. ◎
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.)
Dawn	Wait a few seconds. Call for eyes open.
Vizier	Declare that the Vizier is in play, and which player it is.

Dusk

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

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. ◎

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. ◎

No Dashii

The No Dashii chooses a player. ◎

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. ◎

Godfather

If an Outsider died today, the Godfather chooses a player. ◎

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.

Moonchild

If the Moonchild is due to kill a good player, they die. ◎

Dreamer

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

Juggler

Give a finger signal.

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. ◎

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.)

Dawn

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