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

Grandmother
You start knowing a good player & their character.
If the Demon kills them, you die too.

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

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

Mathematician
Each night, you learn
how many players' abilities worked abnormally
(since dawn) due to another character's ability.

Fortune Teller
Each night, choose 2 players:
you learn if either is a Demon.
There is a good player that registers as a Demon to you.

Gossip
Each day, you may make a public statement.
Tonight, if it was true, a player dies.

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

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

Fisherman
Once per game, during the day,
visit the Storyteller for some advice
to help your team win.

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

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

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

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

Hatter
If you died today or tonight,
the Minion & Demon players
may choose new Minion & Demon characters to be.

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

Puzzlemaster
1 player is drunk, even if you die.
If you guess (once) who it is, learn the Demon player,
but guess wrong & get false info.

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.

Pit-Hag
Each night*, choose a player
& a character they become (if not-in-play).
If a Demon is made, deaths tonight are arbitrary.

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

Shabaloth
Each night*, choose 2 players: they die.
A dead player you chose last night might be
regurgitated.

Kazali
Each night*, choose a player: they die.
[You choose which players are which Minions.
-? to +? Outsiders]

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]

*Not the
first night

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

Kazali | The Kazali points at a player and a Minion on the character sheet.
　　Replace their old character token with the Minion token. Wake the player.
　　Show them the **You Are** info token then the Minion character token, and give a thumbs down.
　　Repeat until the normal number of Minions exist.
　　Put the Kazali to sleep.

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. ◎

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. ◎

Godfather | Show the character tokens of all in-play Outsiders.

Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Grandmother | Point to the grandchild player & show their character token.

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

Noble | Point to al three players 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. ◎

Mathematician | Give a finger signal.

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.
Poisoner	The Poisoner chooses a player. ◎
Monk	The Monk chooses a player. ◎
Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.
Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
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. ◎◎
Kazali	The Kazali chooses a player. ◎
Godfather	If an Outsider died today, the Godfather chooses a player. ◎
Gossip	If the Gossip is due to kill a player, they die. ◎
Hatter	If the Hatter died, wake the Minions and Demon: Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder. Change each player to the character they chose.
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Oracle	Give a finger signal.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
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. ◎
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.