

**Steward**

You start knowing
1 good player.

**Washerwoman**

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

**Bounty Hunter**

You start knowing 1 evil player.
If the player you know dies, you learn another
evil player tonight. **[1 Townsfolk is evil]**

**Undertaker**

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

**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.

**General**

Each night, you learn which alignment
the Storyteller believes is winning:
good, evil, or neither.

**Village Idiot**

Each night, choose a player:
you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]

**Dreamer**

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

**Courtier**

Once per game, at night, choose a character:
they are drunk for 3 nights & 3 days.

**Artist**

Once per game, during the day,
privately ask the Storyteller any yes/no question.

**Amnesiac**

You do not know what your ability is.
Each day, privately guess what it is:
you learn how accurate you are.

**Minstrel**

When a Minion dies by execution, all other players
(except Travellers) are drunk until dusk tomorrow.

**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.

**Tinker**

You might die
at any time.

**Moonchild**

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

**Devil's Advocate**

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

**Spy**

Each night, you see the Grimoire.
You might register as good
& as a Townsfolk or Outsider, even if dead.

**Goblin**

If you publicly claim to be the Goblin
when nominated & are executed that day,
your team wins.

**Mastermind**

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

**No Dashii**

Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.

**Vigormortis**

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

**Leech**

Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.

**Leviathan**

If more than 1 good player is executed, evil wins.
All players know you are in play.
After day 5, evil wins.



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



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.



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. ☺



Courtier

The Courtier might choose a character. ☺☺



Devil's Advocate

The Devil's Advocate chooses a living player. ☺



Spy

Show the Grimoire to the Spy for as long as they need.



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☺



Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☺



Steward

Point to the player marked **KNOW**. ☺



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



General

If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



Dreamer

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



Bounty Hunter

Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☺



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Sailor	The Sailor chooses a living player. ☺
	Courtier	The Courtier might choose a character. ☺☺
	Monk	The Monk chooses a player. ☺
	Devil's Advocate	The Devil's Advocate chooses a living player. ☺
	Spy	Show the Grimoire to the Spy for as long as they need.
	Lleech	The Lleech chooses a player. Mark them with the DEAD token. ☺
	Vigormortis	The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺
	No Dashii	The No Dashii chooses a player. ☺
	Leviathan	Mark the Leviathan with either the DAY 2 , DAY 3 , DAY 4 , or DAY 5 reminder. ☺
	Tinker	The Tinker might die. ☺
	Moonchild	If the Moonchild is due to kill a good player, they die. ☺
	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. ☺
	Undertaker	If a player was executed today, show their character token.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.