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

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

Flowergirl
Each night*, you learn if a Demon voted today.

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

Empath
Each night, you learn how many of your 2 alive neighbours are evil.

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.

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.

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

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

Farmer
If you die at night, an alive good player becomes a Farmer.

Choirboy
If the Demon kills the King, you learn which player is the Demon.
[+ the King]

Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

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

Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

Marionette
You think you are a good character but you are not. The Demon knows who you are.
[You neighbor the Demon]

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

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

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

Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

*Not the first night

| | **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

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.

Marionette — Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.

Witch — The Witch chooses a player. ◎

Mezepheles — Show a single word on a piece of paper, phone, or other device.

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

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

Empath — Give a finger signal.

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

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

Butler — The Butler chooses a 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

Monk — The Monk chooses a player. ◎

Witch — The Witch chooses a player. ◎

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. ◎

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).

Zombuul — If no one died today, the Zombuul chooses a player. ◎

No Dashii — The No Dashii chooses a player. ◎

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.

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. ◎

Farmer — If the Farmer died tonight:
    Wake an alive good player.
    Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
    Replace their previous character token with a Farmer character token.

Choirboy — If the Demon killed the King, wake the Choirboy. Point to the Demon player.

Empath — Give a finger signal.

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

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

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

Butler — The Butler chooses a player. ◎

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