Knight
You start knowing 2 players
that are not the Demon.

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

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.

Innkeeper
Each night*, choose 2 players:
they can't die tonight, but 1 is drunk until dusk.

Balloonist
Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]

Exorcist
Each night*, choose a player (different to last night):
the Demon, if chosen, learns who you are
then doesn't wake tonight.

Lycanthrope
Each night*, choose an alive player.
If good, they die & the Demon doesn't kill tonight.
One good player registers as evil.

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

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

Mayor
If only 3 players live & no execution occurs,
your team wins.
If you die at night, another player might die instead.

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.

Golem
You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.

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

Poisoner
Each night, choose a player:
they are poisoned tonight and tomorrow day.

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

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

Ojo
Each night*, choose a character: they die.
If they are not in play,
the Storyteller chooses who dies.

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

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

*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.

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

Poisoner — The Poisoner chooses a player. ◎

Pukka — The Pukka chooses a player. ◎

Empath — Give a finger signal.

Knight — Point to the two players marked **KNOW**. ◎◎

Noble — Point to al three players marked **KNOW**.

Balloonist — Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

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.
Poisoner	The Poisoner chooses a player. ◎
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
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).
Exorcist	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.
Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.
Pukka	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
Ojo	The Ojo points to a role. If a player has that role, they die. ◎ If the role is out of play, the Storyteller chooses any number of players that die. ◎
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

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.

Empath	Give a finger signal.
Undertaker	If a player was executed today, show their character token.
Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ◎
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.