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.)

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.

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.

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

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

Soldier
You are safe
from the Demon.

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

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

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.

Plague Doctor
If you die,
the Storyteller gains a Minion ability.

Saint
If you die by execution,
your team loses.

Godfather
You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

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

Evil Twin
You & an opposing player know each other.
If the good player is executed, evil wins.
Good can't win if you both live.

Organ Grinder
All players keep their eyes closed when voting
and the vote tally is secret.
Each night, choose if you are drunk until dusk.

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

Po
Each night*, you may choose a player: they die.
If your last choice was no-one,
choose 3 players tonight.

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

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

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.

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.

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.

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

Organ Grinder
The Organ Grinder either nods or shakes their head:
  If they nod their head, mark them with the **DRUNK** reminder. ◎
  If they shake their head, remove their **DRUNK** reminder.

Evil Twin
Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin &vice versa.

Witch
The Witch chooses a player. ◎

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**. ◎

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.

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. ◎

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.
	Monk	The Monk chooses a player. ⊚

	Organ Grinder	The Organ Grinder either nods or shakes their head:
		    If they nod their head, mark them with the **DRUNK** reminder. ⊚
		    If they shake their head, remove their **DRUNK** reminder.

	Witch	The Witch 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).
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ⊚ Demon doesn't kill tonight.
	Zombuul	If no one died today, the Zombuul chooses a player. ⊚
	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*

	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. ⊚

	Kazali	The Kazali chooses a player. ⊚
	Godfather	If an Outsider died today, the Godfather chooses a player. ⊚
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.
	Undertaker	If a player was executed today, show their character token.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	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.

	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. ⊚

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