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

Gambler
Each night*, choose a player & guess their character:
if you guess wrong, you die.

Snake Charmer
Each night, choose an alive player:
a chosen Demon swaps characters & alignments
with you & is then poisoned.

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

King
Each night, if the dead equal or outnumber the living,
you learn 1 alive character.
The Demon knows you are the King.

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.

Cult Leader
Each night, you become the alignment of an alive neighbor.
If all good players choose to join your cult, your team wins.

Professor
Once per game, at night*, choose a dead player:
if they are a Townsfolk, they are resurrected.

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

Juggler
On your 1st day,
publicly guess up to 5 players' characters.
That night, you learn how many you got correct.

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

Banshee
If the Demon kills you, all players learn this.
From now on, you may nominate twice per day
and vote twice per nomination.

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

Drunk
You do not know you are the Drunk.
You think you are a Townsfolk character,
but you are not.

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

Saint
If you die by execution,
your team loses.

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

Assassin
Once per game, at night*, choose a player:
they die, even if for some reason they could not.

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

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

Scarlet Woman
If there are 5 or more players alive
& the Demon dies, you become the Demon.
(Travellers don't count)

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

Lil' Monsta 💋
Each night, Minions choose
who babysits Lil' Monsta & 'is the Demon'.
Each night*, a player might die. [+1 Minion]

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

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.

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.

King	Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.
Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.

Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following:
	    Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
	        Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
	        Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon:
	    Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
	    Put the old Snake Charmer to sleep. Wake the old Demon.
	    Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎

Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
	    Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
	    Put the Cult Leader back to sleep.
	    Turn the Cult Leader token upside-down. (This shows their alignment.)

Dawn	Wait a few seconds. Call for eyes open.