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

Grandmother
You start knowing a good player & their character.
If the Demon kills them, you die too.

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

High Priestess
Each night, learn which player
the Storyteller believes you should talk to most.

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

Chambermaid
Each night, choose 2 alive players (not yourself):
you learn how many woke tonight due to their
ability.

Gossip
Each day, you may make a public statement.
Tonight, if it was true, a player dies.

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

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

Seamstress
Once per game, at night,
choose 2 players (not yourself):
you learn if they are the same alignment.

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

Fool
The first time you die,
you don't.

Magician 🦑
The Demon thinks you are a Minion.
Minions think you are a Demon.

Tinker
You might die
at any time.

Sweetheart
When you die,
1 player is drunk from now on.

Hatter
If you died today or tonight,
the Minion & Demon players
may choose new Minion & Demon characters to be.

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

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

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.

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

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.

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

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

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

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.
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.
Magician	If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
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.
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. ◎
Courtier	The Courtier might choose a character. ◎◎
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.
Mezepheles	Show a single word on a piece of paper, phone, or other device.
Empath	Give a finger signal.
Grandmother	Point to the grandchild player & show their character token.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
Noble	Point to al three players marked **KNOW**.
High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Courtier	The Courtier might choose a character. ◉◉
Gambler	The Gambler chooses a player & a character. ◉

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.

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. ◉

Shabaloth	A previously chosen player might be resurrected. ◉ The Shabaloth chooses 2 players. ◉◉
Vigormortis	The Vigormortis chooses a player. ◉ If that player is a Minion, poison a neighboring Townsfolk. ◉◉

Lil' Monsta	The minions pick a player. Put them back to sleep, and then:
	   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. ◉
	Place the **DEAD** token beside any living player. ◉

Kazali	The Kazali chooses a player. ◉
Gossip	If the Gossip is due to kill a player, they die. ◉

Hatter	If the Hatter died, wake the Minions and Demon:
	   Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
	   Each player may point to another character of the same type as their current character.
	   If a second player would end up with the same character as another player:
	     Shake your head no and gesture for them to choose again.
	   Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
	   Change each player to the character they chose.

Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ◉
Professor	The Professor might choose a dead player. ◉◉

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.

Tinker	The Tinker might die. ◉
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◉
Empath	Give a finger signal.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◉
High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.