**Town Crier**
Each night*, you learn
if a Minion nominated today.

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

**Monk**
Each night*, choose a player (not yourself):
they are safe from the Demon tonight.

**Acrobat**
Each night*, choose a player:
if they are drunk or poisoned,
you die.

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

**Preacher**
Each night, choose a player:
a Minion, if chosen, learns this.
All chosen Minions have no ability.

**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.

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

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

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

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

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

**Ogre**
On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.

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

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

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

**Psychopath**
Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.

**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.

**Boffin**
The Demon (even if drunk or poisoned)
has a not-in-play good character's ability.
You both know which.

**Xaan**
On night X,
all Townsfolk are poisoned until dusk.
[X Outsiders]

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

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

**Legion**
Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. [Most players are Legion]

**Riot**
On day 3, Minions become Riot
& nominees die but nominate an alive player immediately.
This must happen.

*Not the
first night

**Dusk** | Check that all eyes are closed. Some Travellers & Fabled act.

**Boffin** | Wake the Boffin and the Demon.
Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon character token.

**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.

**Preacher** | The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

**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. ◎

**Courtier** | The Courtier might choose a character. ◎◎

**Xaan** | Add the **NIGHT** reminder token that matches the current night. ◎
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.

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

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

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

**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. ◎

**Ogre** | The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.

**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.

**Preacher** — The Preacher chooses a player. If they choose a Minion:
    Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
    Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

**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. ◎

**Innkeeper** — The Innkeeper chooses 2 players. ◎◎◎

**Courtier** — The Courtier might choose a character. ◎◎

**Xaan** — Add the **NIGHT** reminder token that matches the current night. ◎
On the night that equals the number of Outsiders in play when the game began:
    Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.

**Monk** — The Monk chooses a player. ◎

**Po** — The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*

**Legion** — You may decide a player that dies. (Once per living Legion) ◎

**Acrobat** — The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

**Moonchild** — If the Moonchild is due to kill a good player, they die. ◎

**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.

**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. ◎

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

**Town Crier** — Either nod or shake your head.

**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.