### Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.

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

### Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

### Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk 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.

### 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.

### Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

### 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.

### Alsaahir
Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

### Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

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

### Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

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

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

### Recluse
You might register as evil & as a Minion or Demon, even if dead.

### Saint
If you die by execution, your team loses.

### Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

### Widow
On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

### 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.

### Baron
There are extra Outsiders in play. [+2 Outsiders]

### Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

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

### Lord Of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

*Not the first night

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

**Lord Of Typhon** — Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
Show each of these players a unique Minion token, and give a thumbs down.
Replace these players' good character tokens with these Minion tokens and put these players to sleep.
Then, do the Minion Info and Demon Info steps as normal.

**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.

**Sailor** — The Sailor chooses a living player. ◎

**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. ◎

**Widow** — Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎

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

**Librarian** — Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

**Empath** — Give a finger signal.

**Fortune Teller** — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Grandmother** — Point to the grandchild player & show their character token.

**Clockmaker** — Give a finger signal.

**Bounty Hunter** — Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ◎

**Spy** — Show the Grimoire to the Spy for as long as they need.

**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.

**Sailor** | The Sailor chooses a living player. ◉

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

**Monk** | The Monk chooses a player. ◉

**Imp** | The Imp chooses a player. ◉ If the Imp chose themselves:
Replace 1 alive Minion token with a spare Imp token.
Put the old Imp to sleep. Wake the new Imp.
Show the **YOU ARE** token, then show the Imp token.

**Lord Of Typhon** | The Lord of Typhon chooses a player. ◉

**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. ◉

**Grandmother** | If the grandchild was killed by the Demon, the Grandmother dies too. ◉

**Ravenkeeper** | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Empath** | Give a finger signal.

**Fortune Teller** | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Undertaker** | If a player was executed today, show their character token.

**Bounty Hunter** | If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ◉

**Spy** | Show the Grimoire to the Spy for as long as they need.

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