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

Investigator
You start knowing that 1 of 2 players
is a particular Minion.

Washerwoman
You start knowing that 1 of 2 players
is a particular Townsfolk.

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

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

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

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.

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

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

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

Tea Lady
If both your alive neighbors are good,
they can't die.

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

Butler
Each night, choose a player (not yourself):
tomorrow, you may only vote if they are voting too.

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

Klutz
When you learn that you died, publicly choose
1 alive player: if they are evil, your team loses.

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

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

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

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

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

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

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,
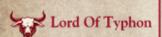choose 3 players tonight.

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.
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.
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. ◎
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.
Washerwoman		Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
Investigator		Show the Minion character token. Point to both the **MINION** and **WRONG** players.
Fortune Teller		The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Butler		The Butler chooses a player. ◎
Noble		Point to al three players marked **KNOW**.
Balloonist		Point to a player (alive or dead).
		Place the SEEN token next to the shown player. ◎
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. ◎
Spy		Show the Grimoire to the Spy for as long as they need.
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.

Sailor — The Sailor chooses a living player. ◎

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.

Innkeeper — The Innkeeper chooses 2 players. ◎◎◎

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

No Dashii — The No Dashii chooses a player. ◎

Lord Of Typhon — The Lord of Typhon chooses a player. ◎

Kazali — The Kazali chooses a player. ◎

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

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

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. ◎

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. ◎

Butler — The Butler chooses a 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.