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.)

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.

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

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

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.

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

Fisherman
Once per game, during the day, visit the Storyteller for some advice to help your team win.

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.

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

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.

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.

Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.

Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

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

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

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

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

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]

*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. |

| | 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. ◎ |

| | Poisoner | The Poisoner chooses a player. ◎ |

| | Devil's Advocate | The Devil's Advocate chooses a living player. ◎ |

| | 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. |

| | 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.
	Poisoner	The Poisoner chooses a player. ◎
	Gambler	The Gambler chooses a player & a character. ◎
	Monk	The Monk chooses a player. ◎
	Devil's Advocate	The Devil's Advocate chooses a living 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.

	No Dashii	The No Dashii 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. ◎

	Assassin	The Assassin might choose a player. ◎◎
	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
	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.
	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.