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

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.

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.

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

Soldier
You are safe
from the Demon.

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.

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

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.

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]

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

Ojo
Each night*, choose a character: they die.
If they are not in play,
the Storyteller chooses who dies.

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

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.

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

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. ◎

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.

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. ◎

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

Noble — Point to al three players marked **KNOW**.

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

Clockmaker — Give a finger signal.

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

Butler — The Butler chooses a player. ◎

Dawn — Wait a few seconds. Call for eyes open.

Dusk		Check that all eyes are closed. Some Travellers & Fabled act.
Monk		The Monk chooses a player. ◎
Spy		Show the Grimoire to the Spy for as long as they need.
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. ◎
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.
Ojo		The Ojo points to a role. If a player has that role, they die. ◎ If the role is out of play, the Storyteller chooses any number of players that die. ◎
Lord Of Typhon		The Lord of Typhon chooses a player. ◎
Ravenkeeper		If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Grandmother		If the grandchild was killed by the Demon, the Grandmother dies too. ◎
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.
Butler		The Butler chooses a player. ◎
Dawn		Wait a few seconds. Call for eyes open & immediately say who died.