Chef
You start knowing how many pairs of evil players there are.

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.

Oracle
Each night*, you learn how many dead players are evil.

Undertaker
Each night*, you learn which character died by execution today.

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

Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

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.

Engineer
Once per game, at night, choose which Minions or which Demon is in play.

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.

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

Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

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.

Saint
If you die by execution, your team loses.

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.

Boomdandy
If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.

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.

Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

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

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]
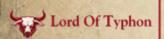
*Not the first night

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.

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.

Poppy Grower
Wake the Demon.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and De

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.
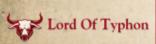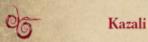 Then, do the Minion Info and Demon Info steps as normal.

Minion Info
If there are 7 or more players, wake all Minions:
  Show the **THIS IS THE DEMON** token. Point to the Demon.

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.

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.

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. ◎

Engineer
If the Engineer points to a Demon or Minions on their character sheet:
  Swap all appropriate character tokens with new character tokens.
  Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
  Mark the Engineer with the **NO ABILITY** reminder token. ◎

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

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.

Chef
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.

Poppy Grower

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
   Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
   Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon 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. ◎

Engineer

If the Engineer points to a Demon or Minions on their character sheet:
   Swap all appropriate character tokens with new character tokens.
   Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.
   Mark the Engineer with the **NO ABILITY** reminder token. ◎

Kazali

The Kazali 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.

Legion

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

Lord Of Typhon

The Lord of Typhon chooses a player. ◎

Acrobat

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

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**).

Oracle

Give a finger signal.

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.