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

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

High Priestess
Each night, learn which player the Storyteller believes you should talk to most.

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

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

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

Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

Savant
Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.

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.

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

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

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.

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.

Pit-Hag 🚩
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

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.

Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. **[+1 Outsider]**

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.

Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ◎

Minion Info

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

Lunatic

If there are 7 or more players, wake the Lunatic:
   Show the **THESE ARE YOUR MINIONS** token. Point to any players.
   Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
   Put the Lunatic to sleep. Wake the Demon.
   Show the **YOU ARE** info token and the Demon token.
   Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

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. ◎

Poisoner

The Poisoner chooses a player. ◎

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. ◎

Devil's Advocate

The Devil's Advocate chooses a living player. ◎

Evil Twin

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

Pukka

The Pukka chooses a player. ◎

Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

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. ◎

High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.

Dawn

Wait a few seconds. Call for eyes open.

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

Philosopher — The Philosopher might choose a character. If necessary, swap their character token. ◉

Sailor — The Sailor chooses a living player. ◉

Poisoner — The Poisoner chooses a player. ◉

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. ◉

Monk — The Monk chooses a player. ◉

Devil's Advocate — The Devil's Advocate chooses a living player. ◉

Pit-Hag — The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

Lunatic — Do whatever needs to be done to simulate the Demon acting.
Put the Lunatic to sleep. Wake the Demon.
Show the Lunatic token & point to them, then their target(s).

Exorcist — The Exorcist chooses a player. ◉ Put the Exorcist to sleep. If the Exorcist chose the Demon:
Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.

Pukka — The Pukka chooses a player. ◉ The previously poisoned player dies then becomes healthy. ◉

Shabaloth — A previously chosen player might be resurrected. ◉ The Shabaloth chooses 2 players. ◉◉

Fang Gu — The Fang Gu chooses a player. ◉ If they chose an Outsider (once only):
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◉

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

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

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. ◉

High Priestess — Point to the player whom you most think the High Priestess should speak with tomorrow.

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