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.

Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.

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

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.

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.

Soldier
You are safe from the Demon.

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

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.

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

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

Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), 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.

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.

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

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

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

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

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.

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.

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.

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. ◎

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

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

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.

Clockmaker
Give a finger signal.

Empath
Give a finger signal.

Balloonist
Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

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

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. ◎

Butler
The Butler chooses a player. ◎

Damsel
Wake each Minion. Show the Damsel token.

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.
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).
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. ◉
No Dashii	The No Dashii chooses a player. ◉
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.
Empath	Give a finger signal.
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. ◉
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
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. ◉
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.