### Investigator
You start knowing that 1 of 2 players is a particular Minion.

### 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]**

### Balloonist
Each night, you learn a player of a different character type than last night. **[+0 or +1 Outsider]**

### Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

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

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

### Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

### Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. **[+the Damsel]**

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

### Soldier
You are safe from the Demon.

### Alchemist ✂️
You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.

### Tea Lady
If both your alive neighbors are good, they can't die.

### 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.

### Heretic ☕ ✂️
Whoever wins, loses & whoever loses, wins, even if you are dead.

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

### Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

### 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]**

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

### Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

### Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

### Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. **[-1 Outsider]**

*Not the first night

| | | |
|---|---|---|
| **Dusk** | | Check that all eyes are closed. Some Travellers & Fabled act. |

**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.

**Alchemist**

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep.
Mark the Alchemist with the **IS THE ALCHEMIST** token. ◎ Swap the Alchemist token with this Minion token.
Turn the Minion token upside-down. (This shows they are still good.).

**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.

**Evil Twin**

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

**Harpy**

The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

**Huntsman**

If the Huntsman points to a player:
   Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
   Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

**Investigator**

Show the Minion character token. Point to both the **MINION** and **WRONG** players.

**Clockmaker**

Give a finger signal.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ◎

**Balloonist**

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

**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. ◎

**Spy**

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

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open.

| | **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
|---|---|---|
| | **Harpy** | The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target. |
| | **Zombuul** | If no one died today, the Zombuul chooses a player. ◎ |
| | **Vortox** | The Vortox chooses a player. ◎ |
| | **Vigormortis** | The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎ |
| | **Kazali** | The Kazali chooses a player. ◎ |
| | **Huntsman** | If the Huntsman points to a player: Put them to sleep. Mark them with the **NO ABILITY** token. ◎ If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token. |
| | **Seamstress** | The Seamstress might choose 2 players. Nod or shake your head. ◎ |
| | **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. ◎ |
| | **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. ◎ |
| | **Spy** | Show the Grimoire to the Spy for as long as they need. |
| | **Chambermaid** | The Chambermaid chooses 2 living players. Give a finger signal. |
| | **Dawn** | Wait a few seconds. Call for eyes open & immediately say who died. |