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.)

Flowergirl
Each night*, you learn
if a Demon voted today.

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.

King
Each night, if the dead equal or outnumber the living,
you learn 1 alive character.
The Demon knows you are the King.

Cult Leader
Each night, you become the alignment of an alive neighbor.
If all good players choose to join your cult, your team wins.

Minstrel
When a Minion dies by execution, all other players
(except Travellers) are drunk until dusk tomorrow.

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

Sage
If the Demon kills you,
you learn that it is 1 of 2 players.

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

Virgin
The 1st time you are nominated,
if the nominator is a Townsfolk,
they are executed immediately.

Magician
The Demon thinks you are a Minion.
Minions think you are a Demon.

Ogre
On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.

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

Zealot
If 5 or more players are alive,
you must vote for every nomination.

Puzzlemaster
1 player is drunk, even if you die.
If you guess (once) who it is, learn the Demon player,
but guess wrong & get false info.

Poisoner
Each night, choose a player:
they are poisoned tonight and tomorrow day.

Summoner ⚥ ⚺
You get 3 bluffs.
On the 3rd night, choose a player:
they become an evil Demon of your choice. [No Demon]

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.

Boffin ⚥ ⚺
The Demon (even if drunk or poisoned)
has a not-in-play good character's ability.
You both know which.

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

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

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

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.

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.

Boffin — Wake the Boffin and the Demon.
  Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
  Place this second character token by the Demon character token.

Magician — If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
  Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
  Put the Minions to sleep. Wake the Demon.
  Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician.
  Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

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.

Summoner — Place the **NIGHT 1** reminder. ◎
  Show the Summoner 3 not-in-play characters as bluffs.

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.

King — Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.

Sailor — The Sailor chooses a living player. ◎

Poisoner — The Poisoner chooses a player. ◎

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

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

Grandmother — Point to the grandchild player & show their character token.

Cult Leader — The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
  Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
  Put the Cult Leader back to sleep.
  Turn the Cult Leader token upside-down. (This shows their alignment.)

Ogre — The Ogre points to a player:
  If the player is evil, flip the Ogre's token upside down.

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

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

Sailor | The Sailor chooses a living player. ◎

Poisoner | The Poisoner chooses a player. ◎

Monk | The Monk chooses a player. ◎

Summoner | On night two, place the **NIGHT 2** reminder. ◎
On night three, place the **NIGHT 3** reminder ◎ and wake the Summoner:
   They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
   Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
   Show the **YOU ARE** info token, then give a thumbs down.
   Replace their character token with the Demon token and put the new Demon to sleep.

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).

Shabaloth | A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

Lord Of Typhon | The Lord of Typhon chooses a player. ◎

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. ◎

Kazali | The Kazali chooses a player. ◎

Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ◎

Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

Flowergirl | Either nod or shake your head.

King | If the number of dead players is equal to or exceeds the number of alive players:
   Wake the King. Show one alive character token. Put the King to sleep.

Cult Leader | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
   Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
   Put the Cult Leader back to sleep.
   Turn the Cult Leader token upside-down. (This shows their alignment.)

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