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.

Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

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.

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

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

Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

Soldier
You are safe from the Demon.

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

Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

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.

Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

Saint
If you die by execution, 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.

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

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.

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

Al-Hadikhia
Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Leviathan
If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

*Not the first night

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

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.

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. ◎

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.

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

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

Butler | The Butler chooses a player. ◎

Clockmaker | Give a finger signal.

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. ◎

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.)

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

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

Leviathan | Mark the Leviathan with the **DAY 1** reminder. ◎

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

Innkeeper — The Innkeeper chooses 2 players. ◎◎◎

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).

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.

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

Al-Hadikhia — The Al-Hadikhia points at three players:
  Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
  Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.
  Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
  Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
  If all three are alive (none have a shroud), add a shroud to all three.

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.

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**).

Undertaker — If a player was executed today, show their character token.

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. ◎

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.)

Butler — The Butler chooses a player. ◎

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

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

Leviathan — Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎