Chef
You start knowing how many pairs of evil players there are.

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

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.)

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.

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

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.

Nightwatchman
Once per game, at night, choose a player: they learn you are the Nightwatchman.

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

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.

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.

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

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.

Mastermind 📖
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

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

Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

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]

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.

*Not the first night

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

Sailor | The Sailor chooses a living player. ◎

Xaan | Add the **NIGHT** reminder token that matches the current night. ◎
On the night that equals the number of Outsiders in play when the game began:
   Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.

Innkeeper | The Innkeeper chooses 2 players. ◎◎◎

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.

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. ◎

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-l 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.

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

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.

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

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.

Nightwatchman | If the Nightwatchman points at a player:
   Put the Nightwatchman to sleep.
   Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
   Point to the Nightwatchman player. Put the chosen player back to sleep.
   Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

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