Townsfolk

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

Shugenja
You start knowing if your closest evil player
is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.

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

Empath
Each night, you learn how many
of your 2 alive neighbours are evil.

Preacher
Each night, choose a player:
a Minion, if chosen, learns this.
All chosen Minions have no ability.

Dreamer
Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.

Engineer
Once per game, at night,
choose which Minions or which Demon is in play.

Philosopher
Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.

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

Soldier
You are safe
from the Demon.

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

Banshee
If the Demon kills you, all players learn this.
From now on, you may nominate twice per day
and vote twice per nomination.

Fool
The first time you die,
you don't.

Outsiders

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

Saint
If you die by execution,
your team loses.

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

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

Minions

Psychopath
Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.

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

Goblin
If you publicly claim to be the Goblin
when nominated & are executed that day,
your team wins.

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

Demons

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

Lil' Monsta
Each night, Minions choose
who babysits Lil' Monsta & 'is the Demon'.
Each night*, a player might die. [+1 Minion]

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

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.

Philosopher — The Philosopher might choose a character. If necessary, swap their character token. ◎

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.

Engineer — If the Engineer points to a Demon or Minions on their character sheet:
  Swap all appropriate character tokens with new character tokens.
  Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
  Mark the Engineer with the **NO ABILITY** reminder token. ◎

Preacher — The Preacher chooses a player. If they choose a Minion:
  Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
  Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Lil' Monsta — Instead of the normal Minion Info and Demon Info steps, do the following:
  Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
    Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
    Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

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.

Damsel — Wake each Minion. Show the Damsel token.

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

Empath — Give a finger signal.

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Shugenja — Point your finger horizontally in the direction of the closest evil player.
If the two closest evil players are equidistant, point your finger horizontally in either direction.

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. ◎

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

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

Philosopher — The Philosopher might choose a character. If necessary, swap their character token. ◎

Engineer — If the Engineer points to a Demon or Minions on their character sheet:
    Swap all appropriate character tokens with new character tokens.
    Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
    Mark the Engineer with the **NO ABILITY** reminder token. ◎

Preacher — The Preacher chooses a player. If they choose a Minion:
    Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
    Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

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).

Zombuul — If no one died today, the Zombuul chooses a player. ◎

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

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

Lil' Monsta — The minions pick a player. Put them back to sleep, and then:
    Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
    Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
Place the **DEAD** token beside any living player. ◎

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

Banshee — If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎
    Publicly announce that the Banshee died.

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.

Damsel — TBD

Empath — Give a finger signal.

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

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. ◎

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