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.

Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.

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.

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

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

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

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.

Recluse
You might register as evil & as a Minion or Demon, even if dead.

Saint
If you die by execution, your team loses.

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

Widow
On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

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.

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

Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+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.	

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.	

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.	

Poisoner	The Poisoner chooses a player. ◎	
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. ◎	
Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.	
Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.	
Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.	
Chef	Give a finger signal.	
Empath	Give a finger signal.	
Butler	The Butler chooses a player. ◎	
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.	
Dawn	Wait a few seconds. Call for eyes open.	

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Poisoner	The Poisoner chooses a player. ◎	
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎	
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.	
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. ◎	
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. ◎	
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎	
Kazali	The Kazali chooses a player. ◎	
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.	
Empath	Give a finger signal.	
Undertaker	If a player was executed today, show their character token.	
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.	
Butler	The Butler chooses a player. ◎	
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.	