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.)

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

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.

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.

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

Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

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.

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.

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]**

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

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

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

Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

*Not the first night

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

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.

Minion Info | If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.

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.

Sailor | The Sailor chooses a living 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. ◎

Pukka | The Pukka chooses a player. ◎

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.

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

Butler | The Butler chooses a player. ◎

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

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

Cannibal | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

Sailor | The Sailor chooses a living player. ◎

Monk | The Monk chooses a player. ◎

Scarlet Woman | If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

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.

Pukka | The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

No Dashii | The No Dashii chooses a player. ◎

Vortox | The Vortox 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.

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

Butler | The Butler chooses a player. ◎

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