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.

Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.

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.

Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

King
Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.

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.

Soldier
You are safe from the Demon.

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

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.

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.

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]**

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

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

Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. **[Most players are Legion]**

Riot
On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

*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.	
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.	
King	Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King 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.	
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. ◎	
Clockmaker	Give a finger signal.	
Spy	Show the Grimoire to the Spy for as long as they need.	
Dawn	Wait a few seconds. Call for eyes open.	

Dusk		Check that all eyes are closed. Some Travellers & Fabled act.
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.
Legion		You may decide a player that dies. (Once per living Legion) ◎
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. ◎
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**).
Undertaker		If a player was executed today, show their character token.
King		If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.
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.