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.

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

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.

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.

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.

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

Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

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]

Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.

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

Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

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.
Yaggababble		Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
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.
Poisoner		The Poisoner 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. ◎
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.
Poisoner	The Poisoner chooses a 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.
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◉ or ◉◉(*
Lord Of Typhon	The Lord of Typhon chooses a player. ◉
Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living 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.
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.