Steward
You start knowing
1 good player.

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.

Grandmother
You start knowing a good player & their character.
If the Demon kills them, you die too.

Librarian
You start knowing that 1 of 2 players
is a particular Outsider. (Or that zero are in play.)

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

Undertaker
Each night*, you learn which character
died by execution today.

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.

Butler
Each night, choose a player (not yourself):
tomorrow, you may only vote if they are voting too.

Goon
Each night, the 1st player to choose you
with their ability is drunk until dusk.
You become their alignment.

Drunk
You do not know you are the Drunk.
You think you are a Townsfolk character,
but you are not.

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

Godfather
You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

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

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

Xaan
On night X,
all Townsfolk are poisoned until dusk.
[X Outsiders]

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

*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.

	Xaan	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.
	Godfather	Show the character tokens of al in-play Outsiders.
	Spy	Show the Grimoire to the Spy for as long as they need.
	Pukka	The Pukka chooses a player. ◎
	Steward	Point to the player marked **KNOW**. ◎
	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.
	Grandmother	Point to the grandchild player & show their character token.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

	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. ◎

	Butler	The Butler chooses a player. ◎
	Damsel	Wake each Minion. Show the Damsel token.
	Dawn	Wait a few seconds. Call for eyes open.

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

Xaan | Add the **NIGHT** reminder token that matches the current night. ◎
On the night that equals the number of Outsiders in play when the game began:
    Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.

Monk | The Monk chooses a player. ◎

Spy | Show the Grimoire to the Spy for as long as they need.

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

Godfather | If an Outsider died today, the Godfather chooses a player. ◎

Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ◎

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

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. ◎

Undertaker | If a player was executed today, show their character token.

Butler | The Butler chooses a player. ◎

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