### 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.

### Acrobat
Each night*, choose a player: if they are drunk or poisoned, you 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.

### Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

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

### 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.

### 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.

### Zealot
If 5 or more players are alive, you must vote for every nomination.

### Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.
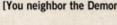
### Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

### Marionette
You think you are a good character but you are not. The Demon knows who you are. **[You neighbor the Demon]**

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

### 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. |

**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.

**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.

**Marionette** — Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.

**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**).

**Seamstress** — The Seamstress might choose 2 players. Nod or shake your head. ◎

**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. ◎

**Acrobat** | The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

**Monk** | The Monk chooses a player. ◎

**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).

**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. ◎

**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.

**Seamstress** | The Seamstress might choose 2 players. Nod or shake your head. ◎

**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.