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.

Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

Nightwatchman
Once per game, at night, choose a player: they learn you are the Nightwatchman.

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.

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.

Widow
On your 1st night, look at the Grimoire & choose a player: they are poisoned.
1 good player knows a Widow is in play.

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

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

Baron
There are extra Outsiders in play.
[+2 Outsiders]

Ojo
Each night*, choose a character: they die.
If they are not in play, the Storyteller chooses who dies.

Kazali
Each night*, choose a player: they die.
[You choose which players are which Minions. -? to +? Outsiders]

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

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

*Not the first night

Kazali
The Kazali points at a player and a Minion on the character sheet.
　Replace their old character token with the Minion token. Wake the player.
　Show them the **You Are** info token then the Minion character token, and give a thumbs down.
　Repeat until the normal number of Minions exist.
　Put the Kazali to sleep.

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.

Kazali
The Kazali points at a player and a Minion on the character sheet.
　Replace their old character token with the Minion token. Wake the player.
　Show them the **You Are** info token then the Minion character token, and give a thumbs down.
　Repeat until the normal number of Minions exist.
　Put the Kazali to sleep.

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.

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.

Chef
Give a finger signal.

Empath
Give a finger signal.

Nightwatchman
If the Nightwatchman points at a player:
　Put the Nightwatchman to sleep.
　Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
　Point to the Nightwatchman player. Put the chosen player back to sleep.
　Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

Butler
The Butler chooses a player. ◎

Chambermaid
The Chambermaid chooses 2 living players. Give a finger signal.

Dawn
Wait a few seconds. Call for eyes open.

Dusk		Check that all eyes are closed. Some Travellers & Fabled act.
Innkeeper		The Innkeeper chooses 2 players. ◎◎◎
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).
Kazali		The Kazali chooses a player. ◎
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. ◎
Ojo		The Ojo points to a role. If a player has that role, they die. ◎ If the role is out of play, the Storyteller chooses any number of players that die. ◎
Ravenkeeper		If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Empath		Give a finger signal.
Undertaker		If a player was executed today, show their character token.
Nightwatchman		If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎
Butler		The Butler chooses a player. ◎
Chambermaid		The Chambermaid chooses 2 living players. Give a finger signal.
Dawn		Wait a few seconds. Call for eyes open & immediately say who died.