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]**

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

*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.

Poisoner — The Poisoner chooses a player. ◎

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

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. ◎

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. ◎

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

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.

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. ◎

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