### Chef
You start knowing how many pairs of evil players there are.

### 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.

### 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.

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

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

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

### Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

### Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

### 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. | |
| **Minion Info** | If there are 7 or more players, wake all Minions: <br> Show the **THIS IS THE DEMON** token. Point to the Demon. | |
| **Demon Info** | If there are 7 or more players, wake the Demon: <br> Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. <br> Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. | |
| **Poisoner** | The Poisoner chooses a player. ◎ | |
| **Widow** | Show the Grimoire for as long as the Widow needs. <br> The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep. <br> Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎ | |
| **Godfather** | Show the character tokens of all in-play Outsiders. | |
| **Librarian** | Show the Outsider character token. Point to both the **OUTSIDER** 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. ◎ | |
| **Grandmother** | Point to the grandchild player & show their character token. | |
| **Bounty Hunter** | Wake any player with a Townsfolk character: <br> Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep. <br> Turn their token upside-down. (This shows they are evil.) <br> Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown 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. ◎

**Scarlet Woman** | If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

**Zombuul** | If no one died today, the Zombuul 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. ◎

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

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

**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.

**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. ◎

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

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