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.

Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

King
Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.

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.

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.

Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

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.

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

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

Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

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

Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

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

Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night*, a player might die. [+1 Minion]

*Not the first night

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
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.
King	Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.
Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token. Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
Poisoner	The Poisoner chooses a player. ◎
Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎
Devil's Advocate	The Devil's Advocate chooses a living player. ◎
Damsel	Wake each Minion. Show the Damsel token.
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**).
Spy	Show the Grimoire to the Spy for as long as they need.
Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
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. ◎

Snake Charmer — The Snake Charmer chooses a player. If they chose the Demon:
    Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
    Put the old Snake Charmer to sleep. Wake the old Demon.
    Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎

Monk — The Monk chooses a player. ◎

Devil's Advocate — The Devil's Advocate chooses a living player. ◎

Pit-Hag — The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
    Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

Lil' Monsta — The minions pick a player. Put them back to sleep, and then:
    Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
    Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
Place the **DEAD** token beside any living player. ◎

Kazali — The Kazali chooses a player. ◎

Damsel — TBD

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.

King — If the number of dead players is equal to or exceeds the number of alive players:
    Wake the King. Show one alive character token. Put the King to sleep.

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.

OTHER NIGHTS