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.)

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.

Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

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.

Fool
The first time you die, you don't.

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.

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]**

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

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

Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

*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. ◎
	Pukka	The Pukka 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**).
	Butler	The Butler chooses a player. ◎
	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.

Cannibal | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

Poisoner | The Poisoner chooses a player. ◉

Monk | The Monk chooses a player. ◉

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.

Pukka | The Pukka chooses a player. ◉ The previously poisoned player dies then becomes healthy. ◉

No Dashii | The No Dashii chooses a player. ◉

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**).

Butler | The Butler chooses a player. ◉

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.