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.

Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

Flowergirl
Each night*, you learn if a Demon voted 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.

Balloonist
Each night, you learn a player of a different character type than last night.
[+0 or +1 Outsider]

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.

Farmer
If you die at night, an alive good player becomes a Farmer.

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.

Recluse
You might register as evil & as a Minion or Demon, even if dead.

Sweetheart
When you die, 1 player is drunk from now on.

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]

Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.

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

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

Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

*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.

Boffin
Wake the Boffin and the Demon.
  Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
  Place this second character token by the Demon character token.

Yaggababble
Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.

Minion Info
If there are 7 or more players, wake all Minions:
  Show the **THIS IS THE DEMON** token. Point to the Demon.

Summoner
Place the **NIGHT 1** reminder. ◎
Show the Summoner 3 not-in-play characters as bluffs.

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. ◎

Pukka
The Pukka chooses a player. ◎

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. ◎

Balloonist
Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

Dawn
Wait a few seconds. Call for eyes open.

Dusk | Check that all eyes are closed. Some Travellers & Fabled act.

Monk | The Monk chooses a player. ◎

Summoner | On night two, place the **NIGHT 2** reminder. ◎
On night three, place the **NIGHT 3** reminder ◎ and wake the Summoner:
  They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
  Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
  Show the **YOU ARE** info token, then give a thumbs down.
  Replace their character token with the Demon token and put the new Demon to sleep.

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

Vigormortis | The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎

Yaggababble | For each time the Yaggababble publicly said their phrase:
  You may place a **DEAD** token next to a living player. ◎

Kazali | The Kazali chooses a player. ◎

Sweetheart | If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ◎

Farmer | If the Farmer died tonight:
  Wake an alive good player.
  Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
  Replace their previous character token with a Farmer character 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**).

Flowergirl | Either nod or shake your head.

Balloonist | Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next to the shown player. ◎

Butler | The Butler chooses a player. ◎

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