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.)

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.

Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.

Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

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.

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.

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

Saint
If you die by execution, your team loses.

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

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

Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

Baron
There are extra Outsiders in play.
[+2 Outsiders]

Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

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

Al-Hadikhia
Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

*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.	

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. ◎	
Devil's Advocate	The Devil's Advocate chooses a living player. ◎	
Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.	
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**).	
Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.	
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.	
Dawn	Wait a few seconds. Call for eyes open.	

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

Gambler | The Gambler chooses a player & a character. ◎

Monk | The Monk chooses a player. ◎

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

Shabaloth | A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

Al-Hadikhia | The Al-Hadikhia points at three players:
Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
Wake the player marked **1** & say "The A-l Hadikhia has chosen" then the name of the player.
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
If all three are alive (none have a shroud), add a shroud to all three.

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. ◎

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.

Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal.

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