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.

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.

Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

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.

Alsaahir
Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

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.

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.

Zealot
If 5 or more players are alive, you must vote for every nomination.

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]

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]

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

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

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

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.
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.

Sailor	The Sailor chooses a living player. ◎
Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.

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. ◎

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. ◎
Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** 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**).
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.

Sailor — The Sailor chooses a living 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. ◎

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

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. ◎

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.

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. ◎

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