TOWNSFOLK

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.

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

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.

Soldier
You are safe from the Demon.

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.

Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS

Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

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

Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMONS

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

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

Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

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. ◎

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. ◎

Godfather — Show the character tokens of all in-play Outsiders.

Cerenovus — The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.
  Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character 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**).

Butler — The Butler chooses a player. ◎

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.

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. ◎

Cerenovus — The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

Scarlet Woman — If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Legion — You may decide a player that dies. (Once per living Legion) ◎

No Dashii — The No Dashii chooses a player. ◎

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. ◎

Godfather — If an Outsider died today, the Godfather chooses a player. ◎

Banshee — If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎
Publicly announce that the Banshee died.

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. ◎

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