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.

Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.

Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.

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

Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]

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.

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.

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

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

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

Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they 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.

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

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

Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

*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.

Lunatic	If there are 7 or more players, wake the Lunatic:
	    Show the **THESE ARE YOUR MINIONS** token. Point to any players.
	    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
	    Put the Lunatic to sleep. Wake the Demon.
	    Show the **YOU ARE** info token and the Demon token.
	    Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

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. ◎
Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
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.
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. ◎
Grandmother	Point to the grandchild player & show their character token.
Clockmaker	Give a finger signal.

Bounty Hunter	Wake any player with a Townsfolk character:
	    Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
	    Turn their token upside-down. (This shows they are evil.)
	Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown 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.

Monk | The Monk chooses a player. ◎

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

Lunatic | Do whatever needs to be done to simulate the Demon acting.
Put the Lunatic to sleep. Wake the Demon.
Show the Lunatic token &point to them, then their target(s).

Zombuul | If no one died today, the Zombuul chooses a player. ◎

Fang Gu | The Fang Gu chooses a player. ◎ If they chose an Outsider (once only):
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎

Moonchild | If the Moonchild is due to kill a good player, they die. ◎

Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ◎

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**).

Bounty Hunter | If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ◎

Butler | The Butler chooses a player. ◎

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