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

Town Crier
Each night*, you learn
if a Minion nominated today.

Oracle
Each night*, you learn
how many dead players are evil.

Empath
Each night, you learn how many
of your 2 alive neighbours are evil.

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

Mathematician
Each night, you learn
how many players' abilities worked abnormally
(since dawn) due to another character's ability.

Dreamer
Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.

Savant
Each day, you may visit the Storyteller
to learn two things in private:
1 is true & 1 is false.

Seamstress
Once per game, at night,
choose 2 players (not yourself):
you learn if they are the same alignment.

Philosopher
Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.

Fisherman
Once per game, during the day,
visit the Storyteller for some advice
to help your team win.

Juggler
On your 1st day,
publicly guess up to 5 players' characters.
That night, you learn how many you got correct.

Sage
If the Demon kills you,
you learn that it is 1 of 2 players.

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

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

Saint
If you die by execution,
your team loses.

Barber
If you died today or tonight, the Demon may choose
2 players (not another Demon) to swap characters.

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

Fearmonger
Each night, choose a player:
if you nominate & execute them, their team loses.
All players know if you choose a new player.

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

Goblin
If you publicly claim to be the Goblin
when nominated & are executed that day,
your team wins.

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

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

Vortox
Each night*, choose a player: they die.
Townsfolk abilities yield false info.
Each day, if no-one is executed, evil wins.

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.
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
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.

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. ◎

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
Fearmonger	The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."
Pukka	The Pukka chooses a player. ◎
Empath	Give a finger signal.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open.

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

Philosopher | The Philosopher might choose a character. If necessary, swap their character token. ◎

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. ◎

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

Fearmonger | The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen 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.

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

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

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. ◎

Vortox | The Vortox chooses a player. ◎

Barber | If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens
If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

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

Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

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

Empath | Give a finger signal.

Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Flowergirl | Either nod or shake your head.

Town Crier | Either nod or shake your head.

Oracle | Give a finger signal.

Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ◎

Juggler | Give a finger signal.

Mathematician | Give a finger signal.

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