Knight
You start knowing 2 players
that are not the Demon.

Noble
You start knowing 3 players,
1 and only 1 of which is evil.

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.

Innkeeper
Each night*, choose 2 players:
they can't die tonight, but 1 is drunk until dusk.

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

Village Idiot
Each night, choose a player:
you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]

Exorcist
Each night*, choose a player (different to last night):
the Demon, if chosen, learns who you are
then doesn't wake tonight.

Lycanthrope
Each night*, choose an alive player.
If good, they die & the Demon doesn't kill tonight.
One good player registers as evil.

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.

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

Poppy Grower
Minions & Demons do not know each other.
If you die, they learn who each other are that night.

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

Recluse
You might register as evil & as a Minion or Demon,
even if dead.

Golem
You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.

Snitch
Each Minion
gets 3 bluffs.

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

Witch
Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.

Wizard
Once per game, choose to make a wish.
If granted, it might have a price &
leave a clue as to its nature.

Mastermind
If the Demon dies by execution (ending the game),
play for 1 more day.
If a player is then executed, their team loses.

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

Ojo
Each night*, choose a character: they die.
If they are not in play,
the Storyteller chooses who dies.

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

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

*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.

Poppy Grower | Wake the Demon.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.

Minion Info | If there are 7 or more players, wake all Minions:
    Show the **THIS IS THE DEMON** token. Point to the Demon.

Snitch | Repeat the following process for each Minion:
    Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

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.

Wizard | Run the Wizard's ability, if applicable.

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

Witch | The Witch chooses a player. ◎

Pukka | The Pukka chooses a player. ◎

Empath | Give a finger signal.

Knight | Point to the two players marked **KNOW**. ◎◎

Noble | Point to al three players marked **KNOW**.

Village Idiot | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

Dawn | Wait a few seconds. Call for eyes open.

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

Poppy Grower — If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
  Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
  Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

Innkeeper — The Innkeeper chooses 2 players. ⊚⊚⊚

Wizard — Run the Wizard's ability, if applicable.

Gambler — The Gambler chooses a player & a character. ⊚

Devil's Advocate — The Devil's Advocate chooses a living player. ⊚

Witch — The Witch chooses a player. ⊚

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).

Exorcist — The Exorcist chooses a player. ⊚ Put the Exorcist to sleep. If the Exorcist chose the Demon:
  Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.

Lycanthrope — The Lycanthrope points to a player. If the chosen player is good:
  Mark them with the **DEAD** reminder. ⊚ Demon doesn't kill tonight.

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. ⊚

Ojo — The Ojo points to a role. If a player has that role, they die. ⊚
If the role is out of play, the Storyteller chooses any number of players that die. ⊚

Kazali — The Kazali chooses a player. ⊚

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

Ravenkeeper — If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

Empath — Give a finger signal.

Undertaker — If a player was executed today, show their character token.

Village Idiot — Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

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