TOWNSFOLK

Chef
You start knowing how many pairs of evil players there are.

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

Pixie
You start knowing 1 in-play Townsfolk.
If you were mad that you were this character, you gain their ability when they die.

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

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

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

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.

Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.

Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

Cannibal
You have the ability of the recently killed executee.
If they are evil, you are poisoned until a good player dies by execution.

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

OUTSIDERS

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.

Mutant
If you are "mad" about being an Outsider, you might be executed.

MINIONS

Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.

Spy
Each night, you see the Grimoire.
You might register as good & as a Townsfolk or Outsider, even if dead.

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

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]

DEMONS

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

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

Vigormortis
Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1 Townsfolk neighbor. **[-1 Outsider]**

*Not the first night

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.
Poisoner	The Poisoner 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
Pixie	Show the Townsfolk character token marked **MAD**.
Librarian	Show the Outsider character token. Point to both the **OUTSIDER** 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**).
Spy	Show the Grimoire to the Spy for as long as they need.
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open.

OTHER NIGHTS

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.
Pixie	If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◎
Poisoner	The Poisoner 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.
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.
Vortox	The Vortox chooses a player. ◎
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
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.
Flowergirl	Either nod or shake your head.
Oracle	Give a finger signal.
Spy	Show the Grimoire to the Spy for as long as they need.
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.