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

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

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

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

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

Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.

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

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

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

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.

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

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

Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

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

Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

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.

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.

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

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

*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.

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.

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. ◎

Evil Twin | Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin &vice versa.

Witch | The Witch chooses a player. ◎

Harpy | The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

Pukka | The Pukka chooses a player. ◎

Chef | Give a finger signal.

Clockmaker | Give a finger signal.

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

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. ◎

Witch — The Witch chooses a player. ◎

Pit-Hag — The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

Harpy — The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

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

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

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. ◎

Kazali — The Kazali chooses a player. ◎

Gossip — If the Gossip is due to kill a player, they die. ◎

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. ◎

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.

Oracle — Give a finger signal.

Mathematician — Give a finger signal.

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