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

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.

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

Cult Leader
Each night, you become the alignment of an alive neighbor.
If all good players choose to join your cult, your team wins.

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

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

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.

Minstrel
When a Minion dies by execution, all other players
(except Travellers) are drunk until dusk tomorrow.

Tea Lady
If both your alive neighbors are good,
they can't die.

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

Pacifist
Executed good players
might not die.

Goon
Each night, the 1st player to choose you
with their ability is drunk until dusk.
You become their alignment.

Saint
If you die by execution,
your team loses.

Politician
If you were the player most responsible for your team losing,
you change alignment & win,
even if dead.

Damsel
All Minions know you are in play.
If a Minion publicly guesses you (once),
your team loses.

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

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

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]

Leviathan
If more than 1 good player is executed, evil wins.
All players know you are in play.
After day 5, evil wins.

*Not the
first night

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

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.

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.

Damsel
Wake each Minion. Show the Damsel token.

Empath
Give a finger signal.

Grandmother
Point to the grandchild player & show their character token.

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

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.

Cult Leader
The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
    Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
    Put the Cult Leader back to sleep.
    Turn the Cult Leader token upside-down. (This shows their alignment.)

Dawn
Wait a few seconds. Call for eyes open.

Leviathan
Mark the Leviathan with the **DAY 1** reminder. ◎

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.

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.

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

Damsel | TBD

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

Empath | Give a finger signal.

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

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.

Cult Leader | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
    Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
    Put the Cult Leader back to sleep.
    Turn the Cult Leader token upside-down. (This shows their alignment.)

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

Leviathan | Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎