Investigator
You start knowing that 1 of 2 players is a particular Minion.

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

Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

Undertaker
Each night*, you learn which character died by execution today.

General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

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.

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.

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

Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

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

Atheist
The Storyteller can break the game rules, and if executed, good wins, even if you are dead. **[No evil characters]**

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

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

Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

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.

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

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.

Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

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

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

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

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.
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. ◎

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. ◎
Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Grandmother	Point to the grandchild player & show their character token.
Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
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.
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.
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.
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.
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
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.
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.
Vortox	The Vortox chooses a player.
Vigormortis	The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.
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. fl you haven't done this yet, do so now.
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too.
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
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.
General	If you believe that the good team is winning, give a thumbs up.
	If you believe that the evil team is winning, give a thumbs down.
	If you don't know which team is winning, give a thumbs to the side.
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.