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

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

Town Crier
Each night*, you learn if a Minion nominated today.

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

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

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.

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

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.

Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

Alchemist
You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.

Farmer
If you die at night, an alive good player becomes a Farmer.

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.

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.

Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

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

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

Fearmonger
Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.

Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

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

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

Al-Hadikhia
Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

*Not the first night

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

Alchemist | Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. ◎ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).

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. ◎

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

Fearmonger | The Fearmonger picks a player:
Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."

Mezepheles | Show a single word on a piece of paper, phone, or other device.

Clockmaker | 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.

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.	

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. ◉

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

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.

Fearmonger
The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
   Mark the chosen player with the **FEAR** reminder. ◉ Declare that "The Fearmonger has chosen a player."

Mezepheles
If a player is marked with the **TURNS EVIL** reminder:
   Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
   Turn their character token upside down. (This shows they are now evil.)
   Mark the Mezepheles with the **NO ABILITY** reminder. ◉

Zombuul
If no one died today, the Zombuul chooses a player. ◉

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. ◉

Vigormortis
The Vigormortis chooses a player. ◉ If that player is a Minion, poison a neighboring Townsfolk. ◉◉

Al-Hadikhia
The Al-Hadikhia points at three players:
   Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
   Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.
   Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
   Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
   If all three are alive (none have a shroud), add a shroud to all three.

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. ◉

Farmer
If the Farmer died tonight:
   Wake an alive good player.
   Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
   Replace their previous character token with a Farmer character token.

Flowergirl
Either nod or shake your head.

Town Crier
Either nod or shake your head.

Oracle
Give a finger signal.

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

Juggler
Give a finger signal.

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.

Mathematician
Give a finger signal.

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