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

Acrobat
Each night*, choose a player:
if they are drunk or poisoned,
you die.

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

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

Alsaahir
Once per day, if you publicly guess
which players are Minion(s) and which are Demon(s),
good wins.

Engineer
Once per game, at night,
choose which Minions or which Demon is in play.

Professor
Once per game, at night*, choose a dead player:
if they are a Townsfolk, they are resurrected.

Fisherman
Once per game, during the day,
visit the Storyteller for some advice
to help your team win.

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

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

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

Virgin
The 1st time you are nominated,
if the nominator is a Townsfolk,
they are executed immediately.

Magician
The Demon thinks you are a Minion.
Minions think you are a Demon.

Hermit
You have all Outsider abilities.
[-0 or -1 Outsider]

Tinker
You might die
at any time.

Hatter
If you died today or tonight,
the Minion & Demon players
may choose new Minion & Demon characters to be.

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

Marionette
You think you are a good character but you are not.
The Demon knows who you are.
[You neighbor the Demon]

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.

Ojo
Each night*, choose a character: they die.
If they are not in play,
the Storyteller chooses who dies.

Kazali 🎚
Each night*, choose a player: they die.
[You choose which players are which Minions.
-? to +? Outsiders]

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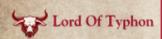You register as a Minion too. [Most players are Legion]

Lord Of Typhon
Each night*, choose a player: they die.
[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]

*Not the
first night

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

Lord Of Typhon
Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
Show each of these players a unique Minion token, and give a thumbs down.
Replace these players' good character tokens with these Minion tokens and put these players to sleep.
Then, do the Minion Info and Demon Info steps as normal.

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.

Magician
If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
Put the Minions to sleep. Wake the Demon.
Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

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.

Marionette
Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.

Engineer
If the Engineer points to a Demon or Minions on their character sheet:
Swap all appropriate character tokens with new character tokens.
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them tc
Mark the Engineer with the **NO ABILITY** reminder token. ◎

Wizard
Run the Wizard's ability, if applicable.

Dawn
Wait a few seconds. Call for eyes open.

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

Engineer — If the Engineer points to a Demon or Minions on their character sheet:
  Swap all appropriate character tokens with new character tokens.
  Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
  Mark the Engineer with the **NO ABILITY** reminder token. ◎

Wizard — Run the Wizard's ability, if applicable.

Acrobat — The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

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.

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) ◎

Lord Of Typhon — The Lord of Typhon chooses a player. ◎

Ojo — The Ojo points to a role. If a player has that role, they die. ◎
If the role is out of play, the Storyteller chooses any number of players that die. ◎

Kazali — The Kazali chooses a player. ◎

Hatter — If the Hatter died, wake the Minions and Demon:
  Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
  Each player may point to another character of the same type as their current character.
  If a second player would end up with the same character as another player:
    Shake your head no and gesture for them to choose again.
  Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
  Change each player to the character they chose.

Sage — If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

Professor — The Professor might choose a dead player. ◎◎

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.

Tinker — The Tinker might die. ◎

Flowergirl — Either nod or shake your head.

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