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

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

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

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

Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.

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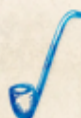
Savant
Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.

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

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

Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

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

Recluse
You might register as evil & as a Minion or Demon, even if dead.

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

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

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

Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

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

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

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]

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]

Lleech
Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

*Not the first night

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.

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

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.

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.

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.

Spy
Show the Grimoire to the Spy for as long as they need.

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."

Lleech
The Lleech picks a player. Mark them with the **POISONED** token. ◉

Investigator
Show the Minion character token. Point to both the **MINION** and **WRONG** players.

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.

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

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. ◉
🎲	**Gambler**	The Gambler chooses a player & a character. ◉
🎭	**Spy**	Show the Grimoire to the Spy for as long as they need.
🧠	**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. 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.'
	Kazali	The Kazali chooses a player. ◉
	Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◉
	Vigormortis	The Vigormortis chooses a player. ◉ If that player is a Minion, poison a neighboring Townsfolk. ◉◉
	Vortox	The Vortox chooses a player. ◉
🎀	**Sweetheart**	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◉
	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.
	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.
	Banshee	If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◉ Publicly announce that the Banshee died.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Undertaker	If a player was executed today, show their character token.
✂	**Seamstress**	The Seamstress might choose 2 players. Nod or shake your head. ◉
△	**Mathematician**	Give a finger signal.
☀	**Dawn**	Wait a few seconds. Call for eyes open & immediately say who died.