Chef
You start knowing how many pairs of evil players there are.

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

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

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

Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

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.

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

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

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.

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.

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.

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

Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

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

Summoner
You get 3 bluffs.
On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

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.

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

Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night*, a player might die. [+1 Minion]

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

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

*Not the first night

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.
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.

Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following:
	    Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
	    Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
	    Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

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.
Witch	The Witch chooses a player. ◎
Fearmonger	The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◎ Declare that 'The Fearmonger has chosen a player.'
Damsel	Wake each Minion. Show the Damsel token.
Chef	Give a finger signal.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
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. ◎

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

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. ◎

Witch | The Witch chooses a player. ◎

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.'

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.

Legion | You may decide a player that dies. (Once per living Legion) ◎

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.

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

Lil' Monsta | The minions pick a player. Put them back to sleep, and then:
    Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
    Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
Place the **DEAD** token beside any living player. ◎

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. ◎

Damsel | TBD

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**).

Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Town Crier | Either nod or shake your head.

Oracle | Give a finger signal.

Juggler | Give a finger signal.

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