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

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

Empath
Each night, you learn how many of your 2 alive neighbours are evil.

High Priestess
Each night, learn which player the Storyteller believes you should talk to most.

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

Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

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.

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

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.

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

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

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

Plague Doctor
If you die, the Storyteller gains a Minion ability.

Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

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.

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

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

Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

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]

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

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.

Philosopher — The Philosopher might choose a character. If necessary, swap their character token. ◉

Summoner — On the third night, 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.

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.

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

Summoner — On the third night, 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.

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

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

Legion — You may decide a player that dies. (Once per living Legion) ◉

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.

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

Sweetheart — If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ◉

Plague Doctor — If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
   Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

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.

Moonchild — If the Moonchild is due to kill a good player, they die. ◉

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

Empath — Give a finger signal.

High Priestess — Point to the player whom you most think the High Priestess should speak with tomorrow.

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

Fortune Teller — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Oracle — Give a finger signal.

Chambermaid — The Chambermaid chooses 2 living players. Give a finger signal.

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