Grandmother
You start knowing a good player & their character.
If the Demon kills them, you die too.

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

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

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

Innkeeper
Each night*, choose 2 players:
they can't die tonight, but 1 is drunk until dusk.

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.

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.

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

Amnesiac
You do not know what your ability is.
Each day, privately guess what it is:
you learn how accurate you are.

Drunk
You do not know you are the Drunk.
You think you are a Townsfolk character,
but you are not.

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

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.

Godfather
You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

Poisoner
Each night, choose a player:
they are poisoned tonight and tomorrow day.

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

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

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

Pukka
Each night, choose a player: they are poisoned.
The previously poisoned player dies then becomes
healthy.

Vortox
Each night*, choose a player: they die.
Townsfolk abilities yield false info.
Each day, if no-one is executed, evil wins.

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

*Not the
first night

Icon	Name	Description
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	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.
	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.
	Poisoner	The Poisoner chooses a player. ◉
	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. ◉
	Godfather	Show the character tokens of all in-play Outsiders.
	Witch	The Witch chooses a player. ◉
	Pukka	The Pukka chooses a player. ◉
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	Grandmother	Point to the grandchild player & show their character token.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.