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

Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

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.

King
Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.

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

Nightwatchman
Once per game, at night, choose a player: they learn you are the Nightwatchman.

Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

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.

Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

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

Fool
The first time you die, you don't.

Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

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

Zealot
If 5 or more players are alive, you must vote for every nomination.

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

Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

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

Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

Vizier 🍸 🗝 🗡
All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.

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

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

*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. ◎

Yaggababble — Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.

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.

King — Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.

Courtier — The Courtier might choose a character. ◎◎

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. ◎

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

Mezepheles — Show a single word on a piece of paper, phone, or other device.

Damsel — Wake each Minion. Show the Damsel token.

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

Nightwatchman — If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

Ogre — The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.

Mathematician — Give a finger signal.

Dawn — Wait a few seconds. Call for eyes open.

Vizier — Declare that the Vizier is in play, and which player it is.

Dusk		Check that all eyes are closed. Some Travellers & Fabled act.
Philosopher		The Philosopher might choose a character. If necessary, swap their character token. ◎
Courtier		The Courtier might choose a character. ◎◎
Gambler		The Gambler chooses a player & a character. ◎
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. ◎
Monk		The Monk chooses a player. ◎
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
Mezepheles		If a player is marked with the **TURNS EVIL** reminder: Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep. Turn their character token upside down. (This shows they are now evil.) Mark the Mezepheles with the **NO ABILITY** reminder. ◎
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.
Fang Gu		The Fang Gu chooses a player. ◎ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎
Yaggababble		For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ◎
Damsel		TBD
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.
Moonchild		If the Moonchild is due to kill a good player, they die. ◎
Seamstress		The Seamstress might choose 2 players. Nod or shake your head. ◎
King		If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.
Nightwatchman		If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎
Mathematician		Give a finger signal.
Dawn		Wait a few seconds. Call for eyes open & immediately say who died.