Noble
You start knowing 3 players,
1 and only 1 of which is evil.

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

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

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

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

Balloonist
Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]

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.

Professor
Once per game, at night*, choose a dead player:
if they are a Townsfolk, they are resurrected.

Huntsman
Once per game, at night, choose a living player:
the Damsel, if chosen, becomes a not-in-play Townsfolk.
[+the Damsel]

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

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

Lunatic
You think you are a Demon, but you are not.
The Demon knows who you are
& who you choose at night.

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

Mutant
If you are "mad" about being an Outsider,
you might be executed.

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

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

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

Psychopath
Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.

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

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]**

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.	
Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information	
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.	
Lunatic	If there are 7 or more players, wake the Lunatic: Show the **THESE ARE YOUR MINIONS** token. Point to any players. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the **YOU ARE** info token and the Demon token. Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.	
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. ◎	
Poisoner	The Poisoner 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	
Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the **NO ABILITY** token. ◎ If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.	
Damsel	Wake each Minion. Show the Damsel token.	
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).	
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.	
Noble	Point to al three players marked **KNOW**.	
Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎	
Dawn	Wait a few seconds. Call for eyes open.	

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
Poisoner	The Poisoner chooses a player. ◎
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
Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
Legion	You may decide a player that dies. (Once per living Legion) ◎
Zombuul	If no one died today, the Zombuul chooses a player. ◎
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.
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. ◎
Professor	The Professor might choose a dead player. ◎◎
Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the **NO ABILITY** token. ◎ If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
Damsel	TBD
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.
Flowergirl	Either nod or shake your head.
Town Crier	Either nod or shake your head.
Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ◎
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.