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.

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

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.

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]

Artist
Once per game, during the day,
privately ask the Storyteller any yes/no question.

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
	Poisoner	The Poisoner chooses a player. ◉
	Innkeeper	The Innkeeper chooses 2 players. ◉◉◉
	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-l 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.