Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.

Bounty Hunter
You start knowing 1 evil player.
If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]

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

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

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.

Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

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

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

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

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

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

Tea Lady
If both your alive neighbors are good, they can't die.

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

Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

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

Puzzlemaster
1 player is drunk, even if you die.
If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

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.

Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

Kazali
Each night*, choose a player: they die.
[You choose which players are which Minions. -? to +? Outsiders]

Po
Each night*, you may choose a player: they die.
If your last choice was no-one, choose 3 players tonight.

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]

*Not the first night

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Xaan	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: 　Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.	
Courtier	The Courtier might choose a character. ◎◎	
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).	
Exorcist	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: 　Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.	
Zombuul	If no one died today, the Zombuul chooses a player. ◎	
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*	
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎	
Kazali	The Kazali chooses a player. ◎	
Assassin	The Assassin might choose a player. ◎◎	
Gossip	If the Gossip is due to kill a player, they die. ◎	
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.	
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	
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.	
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).	
Undertaker	If a player was executed today, show their character token.	
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.	
Town Crier	Either nod or shake your head.	
Bounty Hunter	If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown player. ◎	
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.	