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.

Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

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.

Kazali
The Kazali points at a player and a Minion on the character sheet.
    Replace their old character token with the Minion token. Wake the player.
    Show them the **You Are** info token then the Minion character token, and give a thumbs down.
    Repeat until the normal number of Minions exist.
    Put the Kazali to sleep.

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.

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

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.

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.

Shugenja
Point your finger horizontally in the direction of the closest evil player.
If the two closest evil players are equidistant, point your finger horizontally in either direction.

Bounty Hunter
Wake any player with a Townsfolk character:
    Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
    Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ◎

Dawn
Wait a few seconds. Call for eyes open.

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.

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.