Chef
You start knowing how many pairs of evil players there are.

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

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

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

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

Acrobat
Each night*, choose a player: if they are drunk or poisoned, you die.

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

Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

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

Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

Pacifist
Executed good players might not die.

Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

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

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

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.

Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

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

Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

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

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

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]

Lleech
Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

*Not the first night

Dusk — Check that all eyes are closed. Some Travellers & Fabled act.

Boffin — Wake the Boffin and the Demon.
    Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
    Place this second character token by the Demon character token.

Magician — If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
    Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
    Put the Minions to sleep. Wake the Demon.
    Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician.
    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

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.

Lleech — The Lleech picks a player. Mark them with the **POISONED** token. ◎

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.

Devil's Advocate — The Devil's Advocate chooses a living 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

Chef — Give a finger signal.

Butler — The Butler chooses a player. ◎

Noble — Point to al three players marked **KNOW**.

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

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	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.
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Gambler	The Gambler chooses a player & a character. ◎
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎
	Devil's Advocate	The Devil's Advocate chooses a living 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
	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. ◎
	No Dashii	The No Dashii chooses a player. ◎
	Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
	Undertaker	If a player was executed today, show their character token.
	Juggler	Give a finger signal.
	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.
	Butler	The Butler chooses a player. ◎
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.