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

Investigator
You start knowing that 1 of 2 players
is a particular Minion.

Washerwoman
You start knowing that 1 of 2 players
is a particular Townsfolk.

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

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

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

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

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.

Engineer
Once per game, at night,
choose which Minions or which Demon is in play.

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

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

Soldier
You are safe
from the Demon.

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

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

Recluse
You might register as evil & as a Minion or Demon,
even if dead.

Saint
If you die by execution,
your team loses.

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.

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

Evil Twin
You & an opposing player know each other.
If the good player is executed, evil wins.
Good can't win if you both live.

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]

Pukka
Each night, choose a player: they are poisoned.
The previously poisoned player dies then becomes
healthy.

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.

*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.

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.

Engineer	If the Engineer points to a Demon or Minions on their character sheet:
	    Swap all appropriate character tokens with new character tokens.
	    Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
	    Mark the Engineer with the **NO ABILITY** reminder token. ◎

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. ◎

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.
Poisoner	The Poisoner chooses a player. ◎
Devil's Advocate	The Devil's Advocate chooses a living player. ◎
Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
Pukka	The Pukka chooses a player. ◎
Damsel	Wake each Minion. Show the Damsel token.
Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Clockmaker	Give a finger signal.
Noble	Point to al three players marked **KNOW**.
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.
Dawn	Wait a few seconds. Call for eyes open.

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

	Engineer	If the Engineer points to a Demon or Minions on their character sheet:
		   Swap all appropriate character tokens with new character tokens.
		   Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them tc
		   Mark the Engineer with the **NO ABILITY** reminder 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.
	Poisoner	The Poisoner chooses a player. ◎
	Monk	The Monk chooses a player. ◎
	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Zombuul	If no one died today, the Zombuul chooses a player. ◎
	Pukka	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

	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. ◎

	Kazali	The Kazali chooses a player. ◎
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Professor	The Professor might choose a dead player. ◎◎
	Damsel	TBD
	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.
	Juggler	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.