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

Grandmother
You start knowing a good player & their character.
If the Demon kills them, you die too.

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

Empath
Each night, you learn how many
of your 2 alive neighbours are evil.

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

Balloonist
Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]

Alsaahir
Once per day, if you publicly guess
which players are Minion(s) and which are Demon(s),
good wins.

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

Ravenkeeper
If you die at night,
you are woken to choose a player:
you learn their character.

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

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

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

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

Goon
Each night, the 1st player to choose you
with their ability is drunk until dusk.
You become their alignment.

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

Barber
If you died today or tonight, the Demon may choose
2 players (not another Demon) to swap characters.

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

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

Fearmonger
Each night, choose a player:
if you nominate & execute them, their team loses.
All players know if you choose a new player.

Widow 🕷
On your 1st night, look at the Grimoire
& choose a player: they are poisoned.
1 good player knows a Widow is in play.

Goblin
If you publicly claim to be the Goblin
when nominated & are executed that day,
your team wins.

Yaggababble
You start knowing a secret phrase.
For each time you said it publicly today,
a player might die.

Legion
Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. [Most players are Legion]

Lord Of Typhon
Each night*, choose a player: they die.
[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]

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.

Lord Of Typhon
Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
　Show each of these players a unique Minion token, and give a thumbs down.
　Replace these players' good character tokens with these Minion tokens and put these players to sleep.
　Then, do the Minion Info and Demon Info steps as normal.

Yaggababble
Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.

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.

Widow
Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎

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

Fearmonger
The Fearmonger picks a player:
　Mark the chosen player with the **FEAR** reminder. ◎ Declare that 'The Fearmonger has chosen a player.'

Damsel
Wake each Minion. Show the Damsel token.

Empath
Give a finger signal.

Grandmother
Point to the grandchild player & show their character token.

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

Balloonist
Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

Dawn
Wait a few seconds. Call for eyes open.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Gambler	The Gambler chooses a player & 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	
Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."	
Legion	You may decide a player that dies. (Once per living Legion) ◎	
Lord Of Typhon	The Lord of Typhon 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-I 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.	
Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ◎	
Barber	If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.	
Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.	
Damsel	TBD	
Moonchild	If the Moonchild is due to kill a good player, they die. ◎	
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎	
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.	
Empath	Give a finger signal.	
Undertaker	If a player was executed today, show their character token.	
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.	