Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

Oracle
Each night*, you learn how many dead players are evil.

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

General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

Village Idiot
Each night, choose a player: you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]

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.

Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

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

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

Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

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

Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

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

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

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.

Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

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

Marionette 🪄
You think you are a good character but you are not. The Demon knows who you are.
[You neighbor the Demon]

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

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.

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]

*Not the first night

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.

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

Philosopher — The Philosopher might choose a character. If necessary, swap their 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.

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.

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.

Marionette — Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.

Godfather — Show the character tokens of al in-play Outsiders.

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

Librarian — Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Pixie — Show the Townsfolk character token marked **MAD**.

General — If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.

Village Idiot — Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

Fortune Teller — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Seamstress — The Seamstress might choose 2 players. Nod or shake your head. ◎

Damsel — Wake each Minion. Show the Damsel token.

Ogre — The Ogre points to a player;
   If the player is evil, flip the Ogre's token upside down.

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

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎	
Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.	
Monk	The Monk chooses a 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	
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).	
No Dashii	The No Dashii chooses a player. ◎	
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.	
Lord Of Typhon	The Lord of Typhon chooses a player. ◎	
Godfather	If an Outsider died today, the Godfather chooses a player. ◎	
Pixie	If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◎	
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.	
General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.	
Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.	
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).	
Oracle	Give a finger signal.	
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎	
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.	