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

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.

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

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.

Cult Leader
Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.

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.

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

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

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

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

Tinker
You might die at any time.

Sweetheart
When you die, 1 player is drunk from now on.

Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

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

Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

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.

Kazali
Each night*, choose a player: they die. **[You choose which players are which Minions. -? to +? Outsiders]**

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]**

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

*Not the first night

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.

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

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

Minion Info
If there are 7 or more players, wake all Minions:
    Show the **THIS IS THE DEMON** token. Point to the Demon.

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.

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.

Courtier
The Courtier might choose a character. ◎◎

Evil Twin
Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin &vice versa.

Witch
The Witch 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

Washerwoman
Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

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

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.

Cult Leader
The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
    Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
    Put the Cult Leader back to sleep.
    Turn the Cult Leader token upside-down. (This shows their alignment.)

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

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. ◎
	Courtier	The Courtier might choose a character. ◎◎
	Monk	The Monk chooses a player. ◎
	Witch	The Witch 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
	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.
	Kazali	The Kazali chooses a player. ◎
	Zombuul	If no one died today, the Zombuul chooses a player. ◎
	Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
	Legion	You may decide a player that dies. (Once per living Legion) ◎
	Assassin	The Assassin might choose a player. ◎◎
	Professor	The Professor might choose a dead player. ◎◎
	Tinker	The Tinker might die. ◎
	Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎
	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. ◎
	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.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	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.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.