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

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

Bounty Hunter
You start knowing 1 evil player.
If the player you know dies, you learn another
evil player tonight. [1 Townsfolk is evil]

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

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

Chambermaid
Each night, choose 2 alive players (not yourself):
you learn how many woke tonight due to their
ability.

Snake Charmer
Each night, choose an alive player:
a chosen Demon swaps characters & alignments
with you & is then poisoned.

Dreamer
Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.

Nightwatchman
Once per game, at night, choose a player:
they learn you are the Nightwatchman.

Slayer
Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.

Soldier
You are safe
from the Demon.

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

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

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.

Golem
You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.

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

Pit-Hag
Each night*, choose a player
& a character they become (if not-in-play).
If a Demon is made, deaths tonight are arbitrary.

Mastermind
If the Demon dies by execution (ending the game),
play for 1 more day.
If a player is then executed, their team loses.

Baron
There are extra Outsiders in play.
[+2 Outsiders]

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.

Zombuul
Each night*, if no-one died today,
choose a player: they die.
The 1st time you die, you live but register as dead.

Fang Gu
Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]

*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.

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.

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.

Snake Charmer — The Snake Charmer chooses a player. If they chose the Demon:
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
Put the old Snake Charmer to sleep. Wake the old Demon.
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎

Pukka — The Pukka chooses a player. ◎

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

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

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.

Bounty Hunter — Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ◎

Nightwatchman — If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

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

Chambermaid — The Chambermaid chooses 2 living players. Give a finger signal.

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. ◎◎◎
Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎
Monk	The Monk chooses a player. ◎
Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new 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).
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. ◎
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. ◎
Kazali	The Kazali chooses a player. ◎
Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Bounty Hunter	If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown player. ◎
Nightwatchman	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.