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.

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

Town Crier
Each night*, you learn
if a Minion nominated today.

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

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

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

Sailor
Each night, choose an alive player:
either you or they are drunk until dusk.
You can't die.

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

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.

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

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

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

Saint
If you die by execution,
your team loses.

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

Mutant
If you are "mad" about being an Outsider,
you might be executed.

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

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

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.

Vortox
Each night*, choose a player: they die.
Townsfolk abilities yield false info.
Each day, if no-one is executed, evil wins.

*Not the
first night

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

	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. ◎

	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.

	Sailor	The Sailor chooses a living player. ◎
	Witch	The Witch chooses a player. ◎
	Pukka	The Pukka chooses a player. ◎
	Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
	Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
	Clockmaker	Give a finger signal.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ◉
	Monk	The Monk chooses a player. ◉
	Gambler	The Gambler chooses a player & a character. ◉
	Witch	The Witch chooses a player. ◉
	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.
	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. ◉
	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. ◉
	Vortox	The Vortox chooses a 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.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Town Crier	Either nod or shake your head.
	Undertaker	If a player was executed today, show their character token.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.