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.

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

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

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

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

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

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

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.

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

Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

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

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

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

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

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

Zealot
If 5 or more players are alive, you must vote for every nomination.

Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.

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

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

Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

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

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]

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.

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

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.

Sailor
The Sailor chooses a living player. ◎

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. ◎

Poisoner
The Poisoner chooses a player. ◎

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. ◎

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

Clockmaker
Give a finger signal.

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

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

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. ◎

Huntsman
If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

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. ◎

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. ◎

Innkeeper — The Innkeeper chooses 2 players. ◎◎◎

Poisoner — The Poisoner chooses a player. ◎

Scarlet Woman — If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Yaggababble — For each time the Yaggababble publicly said their phrase:
- You may place a **DEAD** token next to a living player. ◎

Zombuul — If no one died today, the Zombuul chooses a player. ◎

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. ◎

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-l 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.

Assassin — The Assassin might choose a player. ◎◎

Ravenkeeper — If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's 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. ◎

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

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. ◎

Undertaker — If a player was executed today, show their character token.

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. ◎

Huntsman — If the Huntsman points to a player:
- Put them to sleep. Mark them with the **NO ABILITY** token. ◎
- If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
- Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Dawn — Wait a few seconds. Call for eyes open & immediately say who died.