Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.

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

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.

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

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.

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.	
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.	

Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.	
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. ◎	
Clockmaker	Give a finger signal.	
Grandmother	Point to the grandchild player & show their character token.	
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.	

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.
⚓	**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.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◉
	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.