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

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

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

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

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

Alsaahir
Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

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

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

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

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

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

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

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

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

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

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

Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]

Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]

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

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

Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

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

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

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

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.	

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. ◉	
Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.	
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. ◉	
Godfather	Show the character tokens of all in-play Outsiders.	
Damsel	Wake each Minion. Show the Damsel token.	
Grandmother	Point to the grandchild player & show their character token.	
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.	
Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◉	

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. ◉	

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.)	

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.	
Sailor	The Sailor chooses a living player. ◎	
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎	
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).	
Legion	You may decide a player that dies. (Once per living Legion) ◎	
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*	
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. ◎	
Vortox	The Vortox chooses a player. ◎	
Godfather	If an Outsider died today, the Godfather chooses a player. ◎	
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.	
Damsel	TBD	
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.	
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. ◎	
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. ◎	
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.)	
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.	