TOWNSFOLK

Knight
You start knowing 2 players that are not the Demon.

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]

Empath
Each night, you learn how many of your 2 alive neighbours are evil.

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.

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

Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]

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

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

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

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

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

OUTSIDERS

Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

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

Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

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

Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

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

DEMONS

Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

*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.	

Sailor	The Sailor chooses a living 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. ◎	
Devil's Advocate	The Devil's Advocate chooses a living player. ◎	
Pukka	The Pukka chooses a player. ◎	
Empath	Give a finger signal.	
Butler	The Butler chooses a player. ◎	
Knight	Point to the two players marked **KNOW**. ◎◎	
Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎	
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.	
Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.	

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. ◎	

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. ◎

Monk | The Monk chooses a player. ◎

Devil's Advocate | The Devil's Advocate chooses a living player. ◎

Pukka | The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

Moonchild | If the Moonchild is due to kill a good player, they die. ◎

Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

Empath | Give a finger signal.

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. ◎

Village Idiot | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

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. ◎

Butler | The Butler chooses a player. ◎

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