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.

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.

Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

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.

Sweetheart
When you die, 1 player is drunk from now on.

Saint
If you die by execution, your team loses.

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.

Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night*, a player might die. [+1 Minion]

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

Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

*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. ◎

	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. ◎

	Witch	The Witch 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. ◉
	Witch	The Witch chooses a player. ◉
	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).
	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.
	Zombuul	If no one died today, the Zombuul chooses a player. ◉
	Vortox	The Vortox chooses a player. ◉
	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. ◉
	Gossip	If the Gossip is due to kill a player, they die. ◉
	Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◉
	Undertaker	If a player was executed today, show their 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.
	Juggler	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.