

**Steward**

You start knowing
1 good player.

**Knight**

You start knowing 2 players
that are not the Demon.

**Investigator**

You start knowing that 1 of 2 players
is a particular 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]**

**Innkeeper**

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

**Village Idiot**

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

**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.

**Alsaahir**

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

**Philosopher**

Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.

**Soldier**

You are safe
from the Demon.

**Cannibal**

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

**Choirboy**

If the Demon kills the King,
you learn which player is the Demon.
[+ the King]

**Pacifist**

Executed good players
might not die.

**Lunatic**

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

**Hermit**

You have all Outsider abilities.
[-0 or -1 Outsider]

**Tinker**

You might die
at any time.

**Barber**

If you died today or tonight, the Demon may choose
2 players (not another Demon) to swap characters.

**Godfather**

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

**Harpy**

Each night, choose 2 players:
tomorrow, the 1st player is mad that the 2nd is evil,
or one or both might 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.

**Evil Twin**

You & an opposing player know each other.
If the good player is executed, evil wins.
Good can't win if you both live.

**Kazali**

Each night*, choose a player: they die.
**[You choose which players are which Minions.
-? to +? Outsiders]**

**Po**

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

**Lil' Monsta**

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

**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.
	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ☉
	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.
	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. ☉
	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.
	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.
	Harpy	The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Steward	Point to the player marked KNOW . ☉
	Knight	Point to the two players marked KNOW . ☉☉
	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. ☉
	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.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ☹
	Innkeeper	The Innkeeper chooses 2 players. ☹☹☹
	Harpy	The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
	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).
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹☹*
	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-I 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.
	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. ☹
	Kazali	The Kazali chooses a player. ☹
	Godfather	If an Outsider died today, the Godfather chooses a player. ☹
	Barber	If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Tinker	The Tinker might die. ☹
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	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. ☹
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.