

**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.

**Hermit**

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

**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.

**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.

**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.

**Barber**

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

**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.

**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.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Kazali</b>	<p>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 <b>You Are</b> 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.</p>
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ☺
	<b>Minion Info</b>	<p>If there are 7 or more players, wake all Minions:      Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.</p>
	<b>Demon Info</b>	<p>If there are 7 or more players, wake the Demon:      Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.      Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.</p>
	<b>Lil' Monsta</b>	<p>Instead of the normal Minion Info and Demon Info steps, do the following:      Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player:      Put the minions back to sleep. Wake the chosen player. Point to the player, &amp; show them the <b>IS THE DEMON</b> token.      Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☺</p>
	<b>Widow</b>	<p>Show the Grimoire for as long as the Widow needs.      The Widow picks a player. Mark that player with a <b>POISONED</b> reminder. ☺ Put the Widow to sleep.      Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the <b>KNOWS</b> reminder. ☺</p>
	<b>Godfather</b>	Show the character tokens of all in-play Outsiders.
	<b>Evil Twin</b>	<p>Wake both twins. Allow eye contact.      Show the good twin's character token to the Evil Twin &amp; vice versa.</p>
	<b>Harpy</b>	<p>The Harpy chooses a player ☺ &amp; then another player. ☺ Put the Harpy to sleep. Wake the first target.      Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.</p>
	<b>Investigator</b>	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Steward</b>	Point to the player marked <b>KNOW</b> . ☺
	<b>Knight</b>	Point to the two players marked <b>KNOW</b> . ☺☺
	<b>Village Idiot</b>	<p>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.</p>
	<b>Bounty Hunter</b>	<p>Wake any player with a Townsfolk character:      Show them the <b>YOU ARE</b> token, &amp; 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 <b>SEEN</b> token beside the shown player. ☺</p>
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. Ⓜ
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ⓂⓂⓂ
	<b>Harpy</b>	The Harpy chooses a player Ⓜ & then another player. Ⓜ Put the Harpy to sleep. Wake the first target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. Ⓜ or ⓂⓂ(*)
	<b>Al-Hadikhia</b>	The Al-Hadikhia points at three players: Mark these players with the <b>1</b> , <b>2</b> , & <b>3</b> reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked <b>1</b> & 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 <b>2</b> & <b>3</b> . 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.
	<b>Lil' Monsta</b>	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. Ⓜ Place the <b>DEAD</b> token beside any living player. Ⓜ
	<b>Kazali</b>	The Kazali chooses a player. Ⓜ
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. Ⓜ
	<b>Barber</b>	If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token & their new character token.
	<b>Choirboy</b>	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Village Idiot</b>	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.
	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. Ⓜ
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.