

**Steward**

You start knowing 1 good player.

**Investigator**

You start knowing that 1 of 2 players is a particular Minion.

**Shugenja**

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

**Empath**

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

**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]

**Mathematician**

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

**Cult Leader**

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

**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.

**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.

**Choirboy**

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

**Butler**

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

**Saint**

If you die by execution, your team loses.

**Goon**

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

**Politician**

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

**Godfather**

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

**Poisoner**

Each night, choose a player: they are poisoned tonight and tomorrow day.

**Fearmonger**

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.

**Mastermind**

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

**Xaan**

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

**Fang Gu**

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

**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.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⚡
	Sailor	The Sailor chooses a living player. ⚡
	Xaan	Add the NIGHT reminder token that matches the current night. ⚡ On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire. ⚡ Remove it the following dusk.
	Poisoner	The Poisoner chooses a player. ⚡
	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. ⚡ Declare that "The Fearmonger has chosen a player."
	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. ⚡
	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.
	Godfather	If an Outsider died today, the Godfather chooses a player. ⚡
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	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.
	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.)
	Butler	The Butler chooses a player. ⚡
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.