

**Investigator**

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

**Washerwoman**

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

**Grandmother**

You start knowing a good player & their character. If the Demon kills them, you die too.

**Librarian**

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

**Shugenja**

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

**Undertaker**

Each night*, you learn which character died by execution today.

**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.

**Dreamer**

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

**Juggler**

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

**Sage**

If the Demon kills you, you learn that it is 1 of 2 players.

**Mayor**

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

**Goon**

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

**Saint**

If you die by execution, your team loses.

**Lunatic**

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

**Zealot**

If 5 or more players are alive, you must vote for every nomination.

**Godfather**

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

**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.

**Pit-Hag**

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

**Baron**

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

**No Dashii**

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

**Lil' Monsta**

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

**Kazali**

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

**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.

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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Kazali | <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 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.</p> |
| | Minion Info | <p>If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.</p> |
| | Lunatic | <p>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.</p> |
| | Demon Info | <p>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.</p> |
| | Sailor | The Sailor chooses a living player. ☺ |
| | Lil' Monsta | <p>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. ☺</p> |
| | Godfather | Show the character tokens of all in-play Outsiders. |
| | Evil Twin | <p>Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.</p> |
| | 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. |
| | Investigator | Show the Minion character token. Point to both the MINION and WRONG players. |
| | Empath | Give a finger signal. |
| | Grandmother | Point to the grandchild player & show their character token. |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | Shugenja | <p>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.</p> |
| | Dawn | Wait a few seconds. Call for eyes open. |

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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Sailor | The Sailor chooses a living player. ☺ |
| | Monk | The Monk chooses a player. ☺ |
| | Pit-Hag | The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token. |
| | 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). |
| | No Dashii | The No Dashii chooses a player. ☺ |
| | 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. ☺ |
| | Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. |
| | Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ☺ |
| | Empath | Give a finger signal. |
| | 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. |
| | Juggler | Give a finger signal. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |