

**Clockmaker**

You start knowing how many steps from the Demon to its nearest Minion.

**Empath**

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

**High Priestess**

Each night, learn which player the Storyteller believes you should talk to most.

**Village Idiot**

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

**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.

**Lunatic**

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

**Klutz**

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

**Spy**

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

**Assassin**

Once per game, at night\*, choose a player: they die, even if for some reason they could not.

**Shabaloth**

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

**Zombuul**

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

**Savant**

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.

**Nightwatchman**

Once per game, at night, choose a player: they learn you are the Nightwatchman.

**Artist**

Once per game, during the day, privately ask the Storyteller any yes/no question.

**Slayer**

Once per game, during the day, publicly choose a player: if they are the Demon, they die.

**Minstrel**

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

**Mayor**

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

**Magician**

The Demon thinks you are a Minion. Minions think you are a Demon.

**Barber**

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

**Politician**

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

**Marionette**

You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]

**Summoner**

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

**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.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Magician</b>	If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the <b>THIS IS THE DEMON</b> token. Point to the Demon & the Magician. Put the Minions to sleep. Wake the Demon. Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions & the Magician. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Lunatic</b>	If there are 7 or more players, wake the Lunatic: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the <b>YOU ARE</b> info token and the Demon token. Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic.
	<b>Summoner</b>	Place the <b>NIGHT 1</b> reminder. Show the Summoner 3 not-in-play characters as bluffs.
	<b>Demon Info</b>	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.
	<b>Marionette</b>	Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> & show the Marionette character token. Put the Demon to sleep.
	<b>Empath</b>	Give a finger signal.
	<b>Clockmaker</b>	Give a finger signal.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Village Idiot</b>	Wake any Village Idiot, they choose a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	<b>Nightwatchman</b>	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token.
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>High Priestess</b>	Point to the player whom you most think the High Priestess should speak with tomorrow.
	<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>Summoner</b>	<p>On night two, place the <b>NIGHT 2</b> reminder. ◎</p> <p>On night three, place the <b>NIGHT 3</b> reminder ◎ and wake the Summoner:</p> <ul style="list-style-type: none"> <li>They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.</li> <li>Wake the chosen player. Show the <b>YOU ARE</b> info token, then the Demon token.</li> <li>Show the <b>YOU ARE</b> info token, then give a thumbs down.</li> <li>Replace their character token with the Demon token and put the new Demon to sleep.</li> </ul>
	<b>Lunatic</b>	<p>Do whatever needs to be done to simulate the Demon acting.</p> <p>Put the Lunatic to sleep. Wake the Demon.</p> <p>Show the Lunatic token &amp; point to them, then their target(s).</p>
	<b>Exorcist</b>	<p>The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon:</p> <ul style="list-style-type: none"> <li>Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> &amp; Exorcist tokens. Point to the Exorcist.</li> </ul>
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player. ◎
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	<b>Fang Gu</b>	<p>The Fang Gu chooses a player. ◎ If they chose an Outsider (once only):</p> <ul style="list-style-type: none"> <li>Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.</li> <li>Show the <b>YOU ARE</b> and Fang Gu tokens &amp; give a thumbs-down. ◎</li> </ul>
	<b>Al-Hadikhia</b>	<p>The Al-Hadikhia points at three players:</p> <ul style="list-style-type: none"> <li>Mark these players with the <b>1</b>, <b>2</b>, &amp; <b>3</b> reminders, in the chosen order. Put the Al-Hadikhia to sleep.</li> <li>Wake the player marked <b>1</b> &amp; say "The A-I Hadikhia has chosen" then the name of the player.</li> <li>Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked <b>2</b> &amp; <b>3</b>.</li> <li>Remove a shroud (if any) for players that choose live, &amp; add a shroud for players that choose die.</li> <li>If all three are alive (none have a shroud), add a shroud to all three.</li> </ul>
	<b>Assassin</b>	The Assassin might choose a player. ◎◎
	<b>Barber</b>	<p>If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> &amp; Barber tokens</p> <p>If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token &amp; their new character token.</p>
	<b>Empath</b>	Give a finger signal.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Village Idiot</b>	<p>Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.</p> <p>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.</p>
	<b>Nightwatchman</b>	<p>If the Nightwatchman points at a player:</p> <ul style="list-style-type: none"> <li>Put the Nightwatchman to sleep.</li> <li>Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token &amp; the Nightwatchman token.</li> <li>Point to the Nightwatchman player. Put the chosen player back to sleep.</li> <li>Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ◎</li> </ul>
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>High Priestess</b>	Point to the player whom you most think the High Priestess should speak with tomorrow.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.