

**Investigator**

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

**Clockmaker**

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

**Grandmother**

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

**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.

**Balloonist**

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]

**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.

**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.

**Choirboy**

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

**Lunatic**

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

**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

**Politician**

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

**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.

**Widow**

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

**Mastermind**

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

**No Dashii**

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

**Shabaloth**

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

**Kazali**

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

**Lil' Monsta**

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

# FIRST NIGHT

	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 <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>
	Minion Info	<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>
	Lunatic	<p>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.</p>
	Demon Info	<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>
	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 <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>
	Widow	<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>
	Investigator	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Grandmother	Point to the grandchild player & show their character token.
	Clockmaker	Give a finger signal.
	Balloonist	<p>Point to a player (alive or dead).          Place the <b>SEEN</b> token next to the shown player. ☺</p>
	Nightwatchman	<p>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 &amp; 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. ☺</p>
	Cult Leader	<p>The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:          Wake the Cult Leader, show them the <b>You Are</b> token, &amp; 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.)</p>
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Sailor</b>	The Sailor chooses a living player. ⚪
	<b>Monk</b>	The Monk chooses a player. ⚪
	<b>Lunatic</b>	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).
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ⚪ The Shabaloth chooses 2 players. ⚪ ⚪
	<b>No Dashii</b>	The No Dashii chooses a player. ⚪
	<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>Assassin</b>	The Assassin might choose a player. ⚪ ⚪
	<b>Choirboy</b>	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ⚪
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ⚪
	<b>Empath</b>	Give a finger signal.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Balloonist</b>	Point to a player (alive or dead) with a different role type from the player with the <b>SEEN</b> token. Place the <b>SEEN</b> token next to the shown player. ⚪
	<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>Cult Leader</b>	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the <b>YOU ARE</b> 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.)
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.