### Steward
You start knowing
1 good player.

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

### Monk
Each night*, choose a player (not yourself):
they are safe from the Demon tonight.

### 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.

### Cannibal
You have the ability of the recently killed executee.
If they are evil, you are poisoned
until a good player dies by execution.

### Farmer
If you die at night,
an alive good player becomes a Farmer.

### Ravenkeeper
If you die at night,
you are woken to choose a player:
you learn their character.

### Tea Lady
If both your alive neighbors are good,
they can't die.

### Ogre
On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.

### 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.

### Saint
If you die by execution,
your team loses.

### 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.

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

### Baron
There are extra Outsiders in play.
**[+2 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]**

### Legion
Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. **[Most players are Legion]**

### Lord Of Typhon
Each night*, choose a player: they die.
**[Evil characters are in a line. You are in the middle.
+1 Minion. -? 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.

**\*Not the
first night**

**Dusk** — Check that all eyes are closed. Some Travellers & Fabled act.

**Lord Of Typhon** — Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
Show each of these players a unique Minion token, and give a thumbs down.
Replace these players' good character tokens with these Minion tokens and put these players to sleep.
Then, do the Minion Info and Demon Info steps as normal.

**Minion Info** — If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.

**Lunatic** — 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.

**Demon Info** — 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.

**Poisoner** — The Poisoner chooses a player. ◎

**Godfather** — Show the character tokens of all in-play Outsiders.

**Fortune Teller** — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Clockmaker** — Give a finger signal.

**Steward** — Point to the player marked **KNOW**. ◎

**Balloonist** — Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

**Bounty Hunter** — Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & 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 **SEEN** token beside the shown player. ◎

**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.)

**Ogre** — The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.

**Dawn** — Wait a few seconds. Call for eyes open.

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|---|---|---|
| | **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
| | **Cannibal** | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information. |
| | **Poisoner** | The Poisoner chooses a player. ◎ |
| | **Innkeeper** | The Innkeeper chooses 2 players. ◎◎◎ |
| | **Monk** | The Monk chooses a player. ◎ |
| | **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). |
| | **Legion** | You may decide a player that dies. (Once per living Legion) ◎ |
| | **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. ◎ |
| | **Lord Of Typhon** | The Lord of Typhon 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-l 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. ◎ |
| | **Farmer** | If the Farmer died tonight: Wake an alive good player. Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token. |
| | **Ravenkeeper** | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token. |
| | **Fortune Teller** | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**). |
| | **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. ◎ |
| | **Bounty Hunter** | If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown player. ◎ |
| | **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.) |
| | **Dawn** | Wait a few seconds. Call for eyes open & immediately say who died. |