

**Chef**

You start knowing how many pairs of evil players there are.

**Investigator**

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

**Librarian**

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

**Flowergirl**

Each night\*, you learn if a Demon voted 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.

**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.

**Slayer**

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

**Soldier**

You are safe from the Demon.

**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.

**Mayor**

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

**Butler**

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

**Sweetheart**

When you die, 1 player is drunk from now on.

**Recluse**

You might register as evil & as a Minion or Demon, even if dead.

**Saint**

If you die by execution, your team loses.

**Devil's Advocate**

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

**Wizard**

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

**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]

**Kazali**

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

**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

**Vigormortis**

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-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>Kazali</b>	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	<b>Minion Info</b>	<p>If there are 7 or more players, wake all Minions:</p> <p>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.</p>
	<b>Summoner</b>	<p>Place the <b>NIGHT 1</b> reminder. ☺</p> <p>Show the Summoner 3 not-in-play characters as bluffs.</p>
	<b>Demon Info</b>	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.</p> <p>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.</p>
	<b>Marionette</b>	<p>Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> &amp; show the Marionette character token.</p> <p>Put the Demon to sleep.</p>
	<b>Wizard</b>	Run the Wizard's ability, if applicable.
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ☺
	<b>Pukka</b>	The Pukka chooses a player. ☺
	<b>Librarian</b>	Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.
	<b>Investigator</b>	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	<b>Chef</b>	Give a finger signal.
	<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>Butler</b>	The Butler chooses a player. ☺
	<b>Balloonist</b>	<p>Point to a player (alive or dead).</p> <p>Place the <b>SEEN</b> token next to the shown player. ☺</p>
	<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>Wizard</b>	Run the Wizard's ability, if applicable.
	<b>Monk</b>	The Monk chooses a player.
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player.
	<b>Summoner</b>	On night two, place the <b>NIGHT 2</b> reminder. On night three, place the <b>NIGHT 3</b> reminder  and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the <b>YOU ARE</b> info token, then the Demon token. Show the <b>YOU ARE</b> info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	<b>Pukka</b>	The Pukka chooses a player.  The previously poisoned player dies then becomes healthy.
	<b>Vigormortis</b>	The Vigormortis chooses a player.  If that player is a Minion, poison a neighboring Townsfolk.
	<b>Al-Hadikhia</b>	The Al-Hadikhia points at three players: Mark these players with the <b>1</b> , <b>2</b> , & <b>3</b> reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked <b>1</b> & 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 <b>2</b> & <b>3</b> . 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.
	<b>Kazali</b>	The Kazali chooses a player.
	<b>Sweetheart</b>	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now.
	<b>Farmer</b>	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<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>Flowergirl</b>	Either nod or shake your head.
	<b>Balloonist</b>	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.
	<b>Butler</b>	The Butler chooses a player.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.