

**Noble**

You start knowing 3 players, 1 and only 1 of which is evil.

**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.

**Librarian**

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

**Bounty Hunter**

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. **[1 Townsfolk is evil]**

**Undertaker**

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

**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.

**Exorcist**

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

**Nightwatchman**

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

**Courtier**

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

**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.

**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.

**Drunk**

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

**Moonchild**

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

**Zealot**

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

**Poisoner**

Each night, choose a player: they are poisoned tonight and tomorrow day.

**Assassin**

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

**Boomdandy**

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.

**Xaan**

On night X, all Townsfolk are poisoned until dusk. **[X Outsiders]**

**Kazali**

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

**Po**

Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

**Zombuul**

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

**Fang Gu**

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. **[+1 Outsider]**

	<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.        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>
	<b>Minion Info</b>	<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>
	<b>Demon Info</b>	<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>
	<b>Xaan</b>	<p>Add the <b>NIGHT</b> reminder token that matches the current night. ◎        On the night that equals the number of Outsiders in play when the game began:        Add the <b>X</b> reminder to the Grimoire. ◎ Remove it the following dusk.</p>
	<b>Poisoner</b>	The Poisoner chooses a player. ◎
	<b>Courtier</b>	The Courtier might choose a character. ◎◎
	<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>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Clockmaker</b>	Give a finger signal.
	<b>Noble</b>	Point to all three players marked <b>KNOW</b> .
	<b>Bounty Hunter</b>	<p>Wake any player with a Townsfolk character:        Show them the <b>YOU ARE</b> token, &amp; 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 <b>SEEN</b> token beside the shown player. ◎</p>
	<b>Nightwatchman</b>	<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>
	<b>Ogre</b>	<p>The Ogre points to a player:        If the player is evil, flip the Ogre's token upside down.</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>Xaan</b>	Add the <b>NIGHT</b> reminder token that matches the current night. On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire.  Remove it the following dusk.
	<b>Poisoner</b>	The Poisoner chooses a player.
	<b>Courtier</b>	The Courtier might choose a character.
	<b>Exorcist</b>	The Exorcist chooses a player.  Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player.
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night.  or  /*
	<b>Fang Gu</b>	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down.
	<b>Kazali</b>	The Kazali chooses a player.
	<b>Assassin</b>	The Assassin might choose a player.
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die.
	<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>Juggler</b>	Give a finger signal.
	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token 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>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.