Knight
You start knowing 2 players
that are not the Demon.

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

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.

Preacher
Each night, choose a player:
a Minion, if chosen, learns this.
All chosen Minions have no ability.

Chambermaid
Each night, choose 2 alive players (not yourself):
you learn how many woke tonight due to their ability.

Snake Charmer
Each night, choose an alive player:
a chosen Demon swaps characters & alignments
with you & is then poisoned.

Dreamer
Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.

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.

Lycanthrope
Each night*, choose an alive player.
If good, they die & the Demon doesn't kill tonight.
One good player registers as evil.

Gossip
Each day, you may make a public statement.
Tonight, if it was true, a player dies.

Juggler
On your 1st day,
publicly guess up to 5 players' characters.
That night, you learn how many you got correct.

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

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

Hatter
If you died today or tonight,
the Minion & Demon players
may choose new Minion & Demon characters to be.

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

Snitch
Each Minion
gets 3 bluffs.

Mezepheles
You start knowing a secret word.
The 1st good player to say this word
becomes evil that night.

Harpy
Each night, choose 2 players:
tomorrow, the 1st player is mad that the 2nd is evil,
or one or both might die.

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.

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]**

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

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

*Not the
first night

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

Kazali — 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 **You Are** 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.

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

Snitch — Repeat the following process for each Minion:
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

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.

Preacher — The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Lil' Monsta — Instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

Widow — Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎

Snake Charmer — The Snake Charmer chooses a player. If they chose the Demon:
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
Put the old Snake Charmer to sleep. Wake the old Demon.
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎

Harpy — The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

Mezepheles — Show a single word on a piece of paper, phone, or other device.

Washerwoman — Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

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

Grandmother — Point to the grandchild player & show their character token.

Clockmaker — Give a finger signal.

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Knight — Point to the two players marked **KNOW**. ◎◎

Chambermaid — The Chambermaid chooses 2 living players. Give a finger signal.

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

Dusk		Check that all eyes are closed. Some Travellers & Fabled act.
Preacher		The Preacher chooses a player. If they choose a Minion: 　Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion. 　Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.
Snake Charmer		The Snake Charmer chooses a player. If they chose the Demon: 　Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. 　Put the old Snake Charmer to sleep. Wake the old Demon. 　Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎
Harpy		The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.
Mezepheles		If a player is marked with the **TURNS EVIL** reminder: 　Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep. 　Turn their character token upside down. (This shows they are now evil.) 　Mark the Mezepheles with the **NO ABILITY** reminder. ◎
Lycanthrope		The Lycanthrope points to a player. If the chosen player is good: 　Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.
Shabaloth		A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
Po		The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
Lil' Monsta		The minions pick a player. Put them back to sleep, and then: 　Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token. 　Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎ Place the **DEAD** token beside any living player. ◎
Kazali		The Kazali chooses a player. ◎
Gossip		If the Gossip is due to kill a player, they die. ◎
Hatter		If the Hatter died, wake the Minions and Demon: 　Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token. 　Each player may point to another character of the same type as their current character. 　If a second player would end up with the same character as another player: 　　Shake your head no and gesture for them to choose again. 　Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder. 　Change each player to the character they chose.
Barber		If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.
Choirboy		If the Demon killed the King, wake the Choirboy. Point to the Demon player.
Grandmother		If the grandchild was killed by the Demon, the Grandmother dies too. ◎
Fortune Teller		The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Dreamer		The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Juggler		Give a finger signal.
Chambermaid		The Chambermaid chooses 2 living players. Give a finger signal.
Dawn		Wait a few seconds. Call for eyes open & immediately say who died.