

**Knight**

You start knowing 2 players that are not the Demon.

**Chef**

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

**Noble**

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

**Grandmother**

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

**Pixie**

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

**Flowergirl**

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

**High Priestess**

Each night, learn which player the Storyteller believes you should talk to most.

**Acrobat**

Each night\*, choose a player: if they are drunk or poisoned, you die.

**Exorcist**

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

**Savant**

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.

**Nightwatchman**

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

**Ravenkeeper**

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

**Banshee**

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

**Goon**

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

**Drunk**

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

**Recluse**

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

**Damsel**

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

**Harpy**

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

**Pit-Hag**

Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

**Summoner**

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

**Organ Grinder**

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

**No Dashii**

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

**Vortox**

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

**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.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Lord Of Typhon</b>	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.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Summoner</b>	Place the <b>NIGHT 1</b> reminder. Show the Summoner 3 not-in-play characters as bluffs.
	<b>Demon Info</b>	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.
	<b>Organ Grinder</b>	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the <b>DRUNK</b> reminder. If they shake their head, remove their <b>DRUNK</b> reminder.
	<b>Harpy</b>	The Harpy chooses a player  & then another player.  Put the Harpy to sleep. Wake the first target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.
	<b>Pixie</b>	Show the Townsfolk character token marked <b>MAD</b> .
	<b>Damsel</b>	Wake each Minion. Show the Damsel token.
	<b>Chef</b>	Give a finger signal.
	<b>Grandmother</b>	Point to the grandchild player & show their character token.
	<b>Knight</b>	Point to the two players marked <b>KNOW</b> .
	<b>Noble</b>	Point to all three players marked <b>KNOW</b> .
	<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>High Priestess</b>	Point to the player whom you most think the High Priestess should speak with tomorrow.
	<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>Pixie</b>	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ☺
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ☺
	<b>Organ Grinder</b>	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the <b>DRUNK</b> reminder. ☺ If they shake their head, remove their <b>DRUNK</b> reminder.
	<b>Pit-Hag</b>	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.
	<b>Harpy</b>	The Harpy chooses a player ☺ & then another player. ☺ Put the Harpy to sleep. Wake the first target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.
	<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>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>No Dashii</b>	The No Dashii chooses a player. ☺
	<b>Vortox</b>	The Vortox chooses a player. ☺
	<b>Lord Of Typhon</b>	The Lord of Typhon chooses a player. ☺
	<b>Al-Hadikbia</b>	The Al-Hadikbia 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-Hadikbia to sleep. Wake the player marked <b>1</b> & say "The A-I Hadikbia 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>Banshee</b>	If the demon killed the Banshee tonight, place the <b>HAS ABILITY</b> token. ☺ Publicly announce that the Banshee died.
	<b>Damsel</b>	TBD
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ☺
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Flowergirl</b>	Either nod or shake your head.
	<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>High Priestess</b>	Point to the player whom you most think the High Priestess should speak with tomorrow.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.