

**Noble**

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

**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.

**Bounty Hunter**

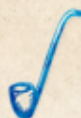
You start knowing 1 evil player.
If the player you know dies, you learn another
evil player tonight. **[1 Townsfolk is evil]**

**Exorcist**

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

**Alsaahir**

Once per day, if you publicly guess
which players are Minion(s) and which are Demon(s),
good wins.

**Philosopher**

Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.

**Huntsman**

Once per game, at night, choose a living player:
the Damsel, if chosen, becomes a not-in-play Townsfolk.
[+the Damsel]

**Artist**

Once per game, during the day,
privately ask the Storyteller any yes/no question.

**Amnesiac**

You do not know what your ability is.
Each day, privately guess what it is:
you learn how accurate you are.

**Minstrel**

When a Minion dies by execution, all other players
(except Travellers) are drunk until dusk tomorrow.

**Banshee**

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

**Poppy Grower**

Minions & Demons do not know each other.
If you die, they learn who each other are that night.

**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.

**Godfather**

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

**Fearmonger**

Each night, choose a player:
if you nominate & execute them, their team loses.
All players know if you choose a new player.

**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.

**Vizier**

All players know who you are.
You can not die during the day.
If good voted, you may choose to execute immediately.

**Imp**

Each night*, choose a player: they die.
If you kill yourself this way,
a Minion becomes the Imp.

**Kazali**

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

**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.

*Not the
first night



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.



Dusk

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



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered:
Poisoners, Protectors, Killers, Information



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



Poppy Grower

Wake the Demon.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info.



Minion Info

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



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.



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.



Godfather

Show the character tokens of all in-play Outsiders.



Fearmonger

The Fearmonger picks a player:
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



Noble

Point to all three players marked **KNOW**.



Clockmaker

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



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. ☹



Huntsman

If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ☹
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



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.



Vizier

Declare that the Vizier is in play, and which player it is.



Dusk

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



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☉



Poppy Grower

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.



Fearmonger

The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."



Exorcist

The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon:
Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.



Kazali

The Kazali chooses a player. ☉



Vigormortis

The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉



Imp

The Imp chooses a player. ☉ If the Imp chose themselves:
Replace 1 alive Minion token with a spare Imp token.
Put the old Imp to sleep. Wake the new Imp.
Show the **YOU ARE** token, then show the Imp token.



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-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 **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. ☉



Moonchild

If the Moonchild is due to kill a good player, they die. ☉



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉
Publicly announce that the Banshee died.



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☉



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. ☉



Huntsman

If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ☉
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



Dawn

Wait a few seconds. Call for eyes open & immediately say who died.