

Chef

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



Bounty Hunter J

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.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



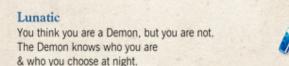
Exorcist

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.





Barber

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



Zealot

Engineer

Once per game, at night,

Nightwatchman

Philosopher Once per game, at night,

Alchemist

Fool

you don't.

You have a Minion ability. When using this,

The first time you die,

Poppy Grower

choose which Minions or which Demon is in play.

Once per game, at night*, choose a dead player:

if they are a Townsfolk, they are resurrected.

choose a good character; gain that ability.

If this character is in play, they are drunk.

the Storyteller may prompt you to choose differently.

Minions & Demons do not know each other.

If you die, they learn who each other are that night.

Once per game, at night, choose a player:

they learn you are the Nightwatchman.

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



Snitch

Each Minion gets 3 bluffs.



Poisoner

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



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.



Xaan

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



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



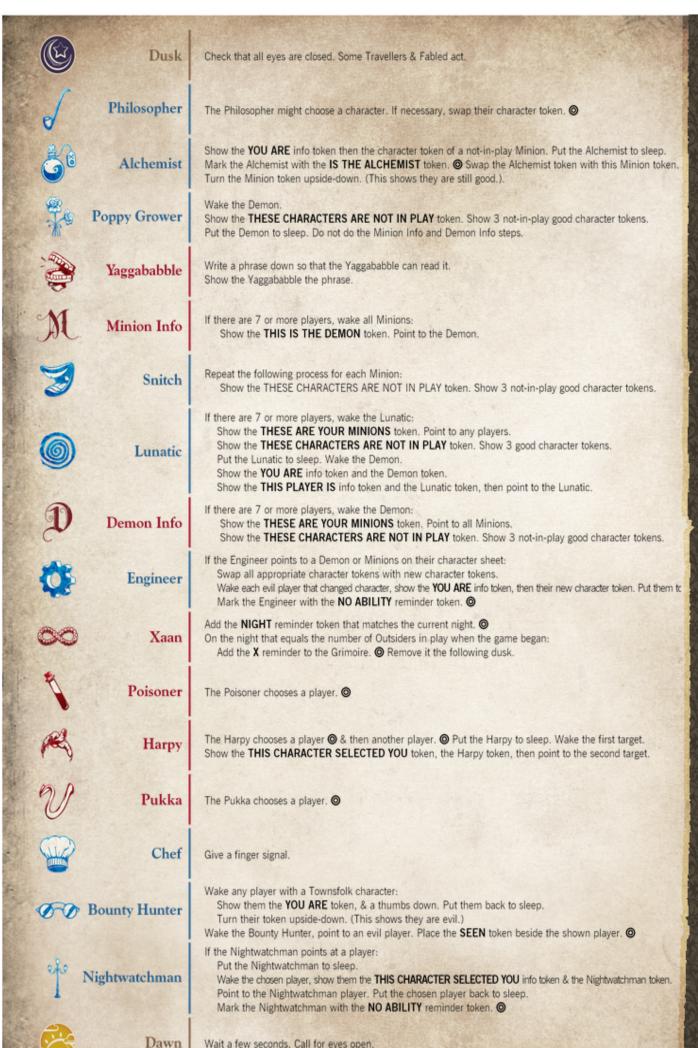
Pukka

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



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.



Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	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
0	Engineer	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to Mark the Engineer with the NO ABILITY reminder token.
00	Xaan	Add the NIGHT 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.
1	Poisoner	The Poisoner chooses a player. ⊚
N. Z.	Monk	The Monk chooses a player. ⊚
	Pit-Hag	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 YOU ARE token & their new character token.
PR	Harpy	The Harpy chooses a player ③ & then another player. ⑤ 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.
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
	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.
V	Pukka	The Pukka chooses a player. ⊚ The previously poisoned player dies then becomes healthy. ⊚
2	Shabaloth	A previously chosen player might be resurrected.
	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.
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player.
	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.
	Professor	The Professor might choose a dead player. ⊚⊚
	Undertaker	If a player was executed today, show their character token.
00	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.
efe :	Nightwatchman	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.