

**Shugenja**

You start knowing if your closest evil player is clockwise or anti-clockwise.  
If equidistant, this info is arbitrary.

**Empath**

Each night, you learn how many of your 2 alive neighbours are evil.

**Gambler**

Each night\*, choose a player & guess their character: if you guess wrong, you die.

**Sailor**

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

**Village Idiot**

Each night, choose a player: you learn their alignment.  
[+0 to +2 Village Idiots. 1 of the extras is drunk]

**Snake Charmer**

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

**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.

**Savant**

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

**Philosopher**

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

**Alchemist**

You have a Minion ability.  
When using this, the Storyteller may prompt you to choose differently.

**Amnesiac**

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

**Poppy Grower**

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

**Lunatic**

You think you are a Demon, but you are not.  
The Demon knows who you are & who you choose at night.

**Recluse**

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

**Mutant**

If you are "mad" about being an Outsider, you might be executed.

**Damsel**

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

**Poisoner**

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

**Pit-Hag**

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

**Psychopath**

Each day, before nominations, you may publicly choose a player: they die.  
If executed, you only die if you lose roshambo.

**Goblin**

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

**Yaggababble**

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

**Imp**

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

**Fang Gu**

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

**Leech**

Each night\*, choose a player: they die.  
You start by choosing a player: they are poisoned.  
You die if & only if they are dead.





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. ☹



Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. ☹ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).



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 steps.



Yaggababble

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.



Minion Info

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



Lunatic

If there are 7 or more players, wake the Lunatic:  
Show the **THESE ARE YOUR MINIONS** token. Point to any players.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.  
Put the Lunatic to sleep. Wake the Demon.  
Show the **YOU ARE** info token and the Demon token.  
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



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.



Sailor

The Sailor chooses a living player. ☹



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



Poisoner

The Poisoner chooses a player. ☹



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. ☹



Damsel

Wake each Minion. Show the Damsel token.



Empath

Give a finger signal.



Fortune Teller

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



Shugenja

Point your finger horizontally in the direction of the closest evil player.  
If the two closest evil players are equidistant, point your finger horizontally in either direction.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



Dawn

Wait a few seconds. Call for eyes open.