



### Shugenja

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



### Pixie

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



### Empath

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



### Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



### Gambler

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



### 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 must 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.



### Kazali

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



### 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 &amp; Fabled act.



Amnesiac

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



Pixie

If the Townfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:  
Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☺



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.



Poisoner

The Poisoner chooses a player. ☺



Innkeeper

The Innkeeper chooses 2 players. ☺☺☺



Gambler

The Gambler chooses a player &amp; a character. ☺



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. ☺



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.



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).



Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:  
Mark them with the **DEAD** reminder. ☺ Demon doesn't kill tonight.



Fang Gu

The Fang Gu chooses a player. ☺ If they chose an Outsider (once only):  
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.  
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☺



Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☺

Yaggababble

For each time the Yaggababble publicly said their phrase:  
You may place a **DEAD** token next to a living player. ☺



Kazali

The Kazali chooses a player. ☺



Damsel

TBD



Empath

Give a finger signal.



Fortune Teller

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

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 &amp; immediately say who died.