TOWNSFOLK

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

Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.

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

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

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

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

Engineer
Once per game, at night, choose which Minions or which Demon is in play.

Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

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

Farmer
If you die at night, an alive good player becomes a Farmer.

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

Sage
If the Demon kills you, you learn that it is 1 of 2 players.

Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDERS

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

Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

Saint
If you die by execution, your team loses.

Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

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

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

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

Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

DEMONS

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

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

Legion ⚙ 🎵
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

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]

*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.

Lord Of Typhon
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.

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

Magician
If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
  Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
  Put the Minions to sleep. Wake the Demon.
  Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician.
  Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

Lord Of Typhon
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.

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.

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. ◉

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. ◉

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

Pukka
The Pukka chooses a player. ◉

Washerwoman
Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

Chef
Give a finger signal.

Grandmother
Point to the grandchild player & show their character token.

Dawn
Wait a few seconds. Call for eyes open.

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

Cannibal
The Cannibal has the ability of the most recently executed player.
They immediately learn any 'you start knowing' information.

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. ◎

Innkeeper
The Innkeeper chooses 2 players. ◎◎◎

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. ◎

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.'

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.

Kazali
The Kazali chooses a player. ◎

Pukka
The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

Legion
You may decide a player that dies. (Once per living Legion) ◎

Lord Of Typhon
The Lord of Typhon chooses a player. ◎

Acrobat
The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

Farmer
If the Farmer died tonight:
    Wake an alive good player.
    Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
    Replace their previous character token with a Farmer character token.

Sage
If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

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

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