

**Investigator**

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

**Oracle**

Each night*, you learn how many dead players are evil.

**Empath**

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

**High Priestess**

Each night, learn which player the Storyteller believes you should talk to most.

**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.

**Mathematician**

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

**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.

**Seamstress**

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

**Philosopher**

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

**Juggler**

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

**Amnesiac**

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

**Ravenkeeper**

If you die at night, you are woken to choose a player: you learn their character.

**Recluse**

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

**Sweetheart**

When you die, 1 player is drunk from now on.

**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

**Saint**

If you die by execution, your team loses.

**Poisoner**

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

**Witch**

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

**Pit-Hag**

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

**Goblin**

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

**No Dashii**

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

**Pukka**

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

**Fang Gu**

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

**Legion**

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

*Not the first night



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. ☹



Minion Info

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



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. ☹



Poisoner

The Poisoner chooses a player. ☹



Witch

The Witch chooses a player. ☹



Pukka

The Pukka chooses a player. ☹



Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



Empath

Give a finger signal.



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



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.



Fortune Teller

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



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Mathematician

Give a finger signal.



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
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ☺
	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. ☺
	Poisoner	The Poisoner chooses a player. ☺
	Witch	The Witch 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.
	Pukka	The Pukka chooses a player. ☺ The previously poisoned player dies then becomes healthy. ☺
	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. ☺
	No Dashii	The No Dashii chooses a player. ☺
	Legion	You may decide a player that dies. (Once per living Legion) ☺
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺
	Moonchild	If the Moonchild is due to kill a good player, they die. ☺
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	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.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Oracle	Give a finger signal.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ☺
	Juggler	Give a finger signal.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.