

**Knight**

You start knowing 2 players that are not the Demon.

**Flowergirl**

Each night\*, you learn if a Demon voted today.

**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]

**Mathematician**

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

**Lycanthrope**

Each night\*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.

**Engineer**

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

**Courtier**

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

**Seamstress**

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

**Huntsman**

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

**Fisherman**

Once per game, during the day, visit the Storyteller for some advice to help your team win.

**Amnesiac**

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

**Magician**

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

**Snitch**

Each Minion gets 3 bluffs.

**Puzzlemaster**

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

**Witch**

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

**Psychopath**

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

**Boondandy**

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.

**Boffin**

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

**Vigormortis**

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

**LLeech**

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

**Leviathan**

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

**Riot**

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Amnesiac</b>	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	<b>Boffin</b>	Wake the Boffin and the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.
	<b>Magician</b>	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 <b>THIS IS THE DEMON</b> token. Point to the Demon & the Magician. Put the Minions to sleep. Wake the Demon. Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions & the Magician. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Snitch</b>	Repeat the following process for each Minion: Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Engineer</b>	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 <b>YOU ARE</b> info token, then their new character token. Put them to sleep. Mark the Engineer with the <b>NO ABILITY</b> reminder token. ⚡
	<b>Leech</b>	The LLeech picks a player. Mark them with the <b>POISONED</b> token. ⚡
	<b>Courtier</b>	The Courtier might choose a character. ⚡⚡
	<b>Witch</b>	The Witch chooses a player. ⚡
	<b>Huntsman</b>	If the Huntsman points to a player: Put them to sleep. Mark them with the <b>NO ABILITY</b> token. ⚡ If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
	<b>Damsel</b>	Wake each Minion. Show the Damsel token.
	<b>Seamstress</b>	The Seamstress might choose 2 players. Nod or shake your head. ⚡
	<b>Knight</b>	Point to the two players marked <b>KNOW</b> . ⚡⚡
	<b>Village Idiot</b>	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.
	<b>Mathematician</b>	Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.
	<b>Leviathan</b>	Mark the Leviathan with the <b>DAY 1</b> reminder. ⚡

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Amnesiac</b>	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	<b>Engineer</b>	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 <b>YOU ARE</b> info token, then their new character token. Put them to Mark the Engineer with the <b>NO ABILITY</b> reminder token. ☺
	<b>Courtier</b>	The Courtier might choose a character. ☺☺
	<b>Gambler</b>	The Gambler chooses a player & a character. ☺
	<b>Witch</b>	The Witch chooses a player. ☺
	<b>Lycanthrope</b>	The Lycanthrope points to a player. If the chosen player is good: Mark them with the <b>DEAD</b> reminder. ☺ Demon doesn't kill tonight.
	<b>Vigormortis</b>	The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺
	<b>Leech</b>	The Leech chooses a player. Mark them with the <b>DEAD</b> token. ☺
	<b>Huntsman</b>	If the Huntsman points to a player: Put them to sleep. Mark them with the <b>NO ABILITY</b> token. ☺ If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
	<b>Damsel</b>	TBD
	<b>Tinker</b>	The Tinker might die. ☺
	<b>Flowergirl</b>	Either nod or shake your head.
	<b>Seamstress</b>	The Seamstress might choose 2 players. Nod or shake your head. ☺
	<b>Village Idiot</b>	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.
	<b>Mathematician</b>	Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.
	<b>Leviathan</b>	Mark the Leviathan with either the <b>DAY 2</b> , <b>DAY 3</b> , <b>DAY 4</b> , or <b>DAY 5</b> reminder. ☺