

**Chef**

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

**Grandmother**

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

**Bounty Hunter ✓**

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. **[1 Townsfolk is evil]**

**Undertaker**

Each night*, you learn which character died by execution today.

**Monk**

Each night*, choose a player (not yourself): they are safe from the Demon tonight.

**Exorcist**

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

**Butler**

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

**Drunk**

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

**Poisoner**

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

**Cerenovus**

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

**Yaggababble 🗣**

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

**Shabaloth**

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

**Savant**

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

**Engineer**

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

**Professor**

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

**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.

**Fool**

The first time you die, you don't.

**Magician**

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

**Barber**

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

**Snitch**

Each Minion gets 3 bluffs.

**Pit-Hag**

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

**Xaan**

On night X, all Townsfolk are poisoned until dusk. **[X Outsiders]**

**Pukka**

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

**Al-Hadikhia**

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	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.).
	Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
	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 all Minions & the Magician. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
	Snitch	Repeat the following process for each Minion: Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
	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.
	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 sleep. Mark the Engineer with the NO ABILITY reminder token. ⚡
	Xaan	Add the NIGHT reminder token that matches the current night. ⚡ On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire. ⚡ Remove it the following dusk.
	Poisoner	The Poisoner chooses a player. ⚡
	Cerenovus	The Cerenovus chooses a player & a character. ⚡ Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token.
	Pukka	The Pukka chooses a player. ⚡
	Chef	Give a finger signal.
	Butler	The Butler chooses a player. ⚡
	Grandmother	Point to the grandchild player & show their character token.
	Bounty Hunter	Wake any player with a Townsfolk character: Show them the YOU ARE token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. ⚡
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. Ⓛ
	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. Ⓛ
	Xaan	Add the NIGHT reminder token that matches the current night. Ⓛ On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire. Ⓛ Remove it the following dusk.
	Poisoner	The Poisoner chooses a player. Ⓛ
	Monk	The Monk chooses a player. Ⓛ
	Cerenovus	The Cerenovus chooses a player & a character. Ⓛ Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
	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.
	Exorcist	The Exorcist chooses a player. Ⓛ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
	Pukka	The Pukka chooses a player. Ⓛ The previously poisoned player dies then becomes healthy. Ⓛ
	Shabaloth	A previously chosen player might be resurrected. Ⓛ The Shabaloth chooses 2 players. Ⓛ
	Al-Hadikha	The Al-Hadikha points at three players: Mark these players with the 1 , 2 , & 3 reminders, in the chosen order. Put the Al-Hadikha to sleep. Wake the player marked 1 & say "The A-I Hadikha has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3 . Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three.
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. Ⓛ
	Barber	If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.
	Professor	The Professor might choose a dead player. Ⓛ
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. Ⓛ
	Undertaker	If a player was executed today, show their character token.
	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. Ⓛ
	Butler	The Butler chooses a player. Ⓛ
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.