

**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.

**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.

**Sailor**

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

**Mathematician**

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

**King**

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.

**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.

**Gossip**

Each day, you may make a public statement. Tonight, if it was true, a player dies.

**Savant**

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

**Fisherman**

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

**Cannibal**

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

**Poppy Grower**

Minions & Demons do not know each other. If you die, they learn who each other are that night.

**Golem**

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

**Hatter**

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

**Sweetheart**

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

**Mutant**

If you are "mad" about being an Outsider, you might be executed.

**Fearmonger**

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

**Goblin**

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

**Psychopath**

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

**Baron**

There are extra Outsiders in play. [+2 Outsiders]

**Imp**

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

**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.

**Vigormortis**

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

**Riot**

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

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Poppy Grower	Wake the Demon. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.
	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.
	King	Wake the Demon. Show them the THIS PLAYER IS info token, then the King token, then point at the King player.
	Sailor	The Sailor chooses a living player. ⚪
	Leech	The LLeech picks a player. Mark them with the POISONED token. ⚪
	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the FEAR reminder. ⚪ Declare that "The Fearmonger has chosen a player."
	Pixie	Show the Townsfolk character token marked MAD .
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
	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.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Pixie	If the Townsfolk 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.
	Sailor	The Sailor chooses a living player. ☺
	Gambler	The Gambler chooses a player & a character. ☺
	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."
	Imp	The Imp chooses a player. ☺ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.
	Vigormortis	The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺
	Leech	The LLeech chooses a player. Mark them with the DEAD token. ☺
	Gossip	If the Gossip is due to kill a player, they die. ☺
	Hatter	If the Hatter died, wake the Minions and Demon: Show them the THIS CHARACTER SELECTED YOU info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the TEA PARTY TONIGHT reminder. Change each player to the character they chose.
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Flowergirl	Either nod or shake your head.
	King	If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.