

**Shugenja**

You start knowing if your closest evil player is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.

**Empath**

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

**Innkeeper**

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

**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]

**Snake Charmer**

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

**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.

**Lycanthrope**

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

**Savant**

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

**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.

**Amnesiac**

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

**Poppy Grower**

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

**Lunatic**

You think you are a Demon, but you are not.
The Demon knows who you are & who you choose at night.

**Mutant**

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

**Recluse**

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

**Damsel**

All Minions know you are in play.
If a Minion publicly guesses you (once), your team loses.

**Poisoner**

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

**Psychopath**

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

**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.

**Yaggababble**

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

**Fang Gu**

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

**Kazali**

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

**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.



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. ☹



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.

Poisoner

The Poisoner chooses a player. ☹



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



Gambler

The Gambler chooses a player & a character. ☹



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. ☹

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.

Lunatic

Do whatever needs to be done to simulate the Demon acting.
Put the Lunatic to sleep. Wake the Demon.
Show the Lunatic token & point to them, then their target(s).

Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ☹ Demon doesn't kill tonight.

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. ☹

Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☹

Yaggababble

For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ☹

Kazali

The Kazali chooses a player. ☹



Damsel

TBD



Empath

Give a finger signal.



Fortune Teller

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

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.

Dawn

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