

**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.

**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.

**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.

**Kazali**

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

**No Dashii**

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

**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.

\*Not the first night

**Dusk**

Check that all eyes are closed. Some Travellers &amp; Fabled act.

**Amnesiac**

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information

**Pixie**If the Townfolk 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.**Poisoner**

The Poisoner chooses a player. ☹

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Gambler**

The Gambler chooses a player &amp; 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 &amp; 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.**No Dashii**

The No Dashii chooses a player. ☹

**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 &amp; immediately say who died.