

**Chef**

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

**Bounty Hunter**

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

**Pixie**

You start knowing 1 in-play Townsfolk.
If you were mad that you were this character, you gain their ability when they die.

**Monk**

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

**Snake Charmer**

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

**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.

**Artist**

Once per game, during the day, privately ask the Storyteller any yes/no question.

**Amnesiac**

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

**Fool**

The first time you die, you don't.

**Virgin**

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

**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.

**Hatter**

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

**Zealot**

If 5 or more players are alive, you must vote for every nomination.

**Snitch**

Each Minion gets 3 bluffs.

**Poisoner**

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

**Harpy**

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

**Scarlet Woman**

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

**Xaan**

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

**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.

**Po**

Each night*, you may choose a player: they die.
If your last choice was no-one, choose 3 players tonight.

*Not the first night

	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
	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.
	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. ☹
	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. ☹
	Monk	The Monk chooses a player. ☹
	Harpy	The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon 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).
	Shabaloth	A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹☹*
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ☹
	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.
	Professor	The Professor might choose a dead player. ☹☹
	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. ☹
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.