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

Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.

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

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

Acrobat
Each night*, choose a player: if they are drunk or poisoned, you die.

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.

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

Farmer
If you die at night, an alive good player becomes a Farmer.

Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

Sage
If the Demon kills you, you learn that it is 1 of 2 players.

Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

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

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

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

Saint
If you die by execution, your team loses.

Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

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

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

Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

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]

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

Lord Of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

*Not the first night

Dusk | Check that all eyes are closed. Some Travellers & Fabled act.

Lord Of Typhon | Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
Show each of these players a unique Minion token, and give a thumbs down.
Replace these players' good character tokens with these Minion tokens and put these players to sleep.
Then, do the Minion Info and Demon Info steps as normal.

Kazali | The Kazali points at a player and a Minion on the character sheet.
Replace their old character token with the Minion token. Wake the player.
Show them the **You Are** info token then the Minion character token, and give a thumbs down.
Repeat until the normal number of Minions exist.
Put the Kazali to sleep.

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 al 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.

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
Mark the Engineer with the **NO ABILITY** reminder token. ◎

Wizard | Run the Wizard's ability, if applicable.

Pukka | The Pukka chooses a player. ◎

Washerwoman | Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

Chef | Give a finger signal.

Grandmother | Point to the grandchild player & show their character token.

Dawn | Wait a few seconds. Call for eyes open.

Dusk — Check that all eyes are closed. Some Travellers & Fabled act.

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. ◎

Innkeeper — The Innkeeper chooses 2 players. ◎◎◎

Wizard — Run the Wizard's ability, if applicable.

Acrobat — The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

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.

Pukka — The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

Lord Of Typhon — The Lord of Typhon chooses a player. ◎

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. ◎

Sweetheart — If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎

Sage — If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

Banshee — If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎
Publicly announce that the Banshee died.

Farmer — If the Farmer died tonight:
Wake an alive good player.
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
Replace their previous character token with a Farmer character token.

Grandmother — If the grandchild was killed by the Demon, the Grandmother dies too. ◎

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