

**Flowergirl**

Each night*, you learn if a Demon voted today.

**Innkeeper**

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

**Monk**

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

**Acrobat**

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

**Chambermaid**

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

**Dreamer**

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

**Savant**

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

**Courtier**

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

**Cannibal**

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

**Amnesiac**

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

**Farmer**

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

**Fool**

The first time you die, you don't.

**Poppy Grower**

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

**Goon**

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

**Tinker**

You might die at any time.

**Golem**

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

**Plague Doctor**

If you die, the Storyteller gains a Minion ability.

**Psychopath**

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

**Evil Twin**

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

**Boffin**

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

**Xaan**

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

**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.

**Legion**

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

**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.	
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information	
	Boffin	Wake the Boffin and the Demon. Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.	
	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.	
	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.
	Courtier	The Courtier might choose a character.	
	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.	
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.	
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.	
	Dawn	Wait a few seconds. Call for eyes open.	

	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
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	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.
	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.
	Courtier	The Courtier might choose a character. ⚡⚡
	Innkeeper	The Innkeeper chooses 2 players. ⚡⚡⚡
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. ⚡
	Monk	The Monk chooses a player. ⚡
	Legion	You may decide a player that dies. (Once per living Legion) ⚡
	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 ⚡⚡(*
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
	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.
	Tinker	The Tinker might die. ⚡
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Flowergirl	Either nod or shake your head.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.