

**Washerwoman**

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

**Clockmaker**

You start knowing how many steps from the Demon to its nearest Minion.

**Flowergirl**

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

**Town Crier**

Each night\*, you learn if a Minion nominated today.

**High Priestess**

Each night, learn which player the Storyteller believes you should talk to most.

**Sailor**

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

**General**

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

**Preacher**

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

**Lycanthrope**

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

**Gossip**

Each day, you may make a public statement. Tonight, if it was true, a player dies.

**Engineer**

Once per game, at night, choose which Minions or which Demon is in play.

**Courtier**

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

**Poppy Grower**

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

**Hatter**

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

**Politician**

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

**Snitch**

Each Minion gets 3 bluffs.

**Heretic**

Whoever wins, loses & whoever loses, wins, even if you are dead.

**Devil's Advocate**

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

**Psychopath**

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

**Widow**

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

**Organ Grinder**

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

**Xaan**

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

**Po**

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

**Lleeche**

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.



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.



Snitch

Repeat the following process for each Minion:  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



Sailor

The Sailor chooses a living player. ☉



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. ☉



Preacher

The Preacher chooses a player. If they choose a Minion:  
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



Lleech

The Lleech picks a player. Mark them with the **POISONED** 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.



Widow

Show the Grimoire for as long as the Widow needs.  
The Widow picks a player. Mark that player with a **POISONED** reminder. ☉ Put the Widow to sleep.  
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☉



Courtier

The Courtier might choose a character. ☉☉



Organ Grinder

The Organ Grinder either nods or shakes their head:  
If they nod their head, mark them with the **DRUNK** reminder. ☉  
If they shake their head, remove their **DRUNK** reminder.



Devil's Advocate

The Devil's Advocate chooses a living player. ☉



Washerwoman

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



Clockmaker

Give a finger signal.



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



General

If you believe that the good team is winning, give a thumbs up.  
If you believe that the evil team is winning, give a thumbs down.  
If you don't know which team is winning, give a thumbs to the side.



Dawn

Wait a few seconds. Call for eyes open.





Dusk

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



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.



Sailor

The Sailor chooses a living player. ☹



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. ☹



Preacher

The Preacher chooses a player. If they choose a Minion:  
 Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
 Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back 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. ☹☹



Organ Grinder

The Organ Grinder either nods or shakes their head:  
 If they nod their head, mark them with the **DRUNK** reminder. ☹  
 If they shake their head, remove their **DRUNK** reminder.



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Lycanthrope

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



Po

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹☹\*



Lleech

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

Gossip

If the Gossip is due to kill a player, they die. ☹



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.



Flowergirl

Either nod or shake your head.



Town Crier

Either nod or shake your head.



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



General

If you believe that the good team is winning, give a thumbs up.  
 If you believe that the evil team is winning, give a thumbs down.  
 If you don't know which team is winning, give a thumbs to the side.



Dawn

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