

**Washerwoman**

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

**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.

**Monk**

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

**Sailor**

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

**Chambermaid**

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

**Gossip**

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

**Professor**

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

**Minstrel**

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

**Ravenkeeper**

If you die at night, you are woken to choose a player: you learn their character.

**Mayor**

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

**Fool**

The first time you die, you don't.

**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.

**Puzzlemaster**

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

**Devil's Advocate**

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

**Assassin**

Once per game, at night*, choose a player: they die, even if for some reason they could not.

**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]

**Shabaloth**

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

**Pukka**

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

**Legion**

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

**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.



Dusk

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



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.



Sailor

The Sailor chooses a living player. ☹



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.



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Pukka

The Pukka chooses a player. ☹



Washerwoman

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



Empath

Give a finger signal.



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.



Sailor

The Sailor chooses a living player. ☉



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.



Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



Gambler

The Gambler chooses a player & a character. ☉



Monk

The Monk chooses a player. ☉



Devil's Advocate

The Devil's Advocate chooses a living player. ☉



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.



Legion

You may decide a player that dies. (Once per living Legion) ☉



Pukka

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



Shabaloth

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉



Lleech

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



Assassin

The Assassin might choose a player. ☉☉



Gossip

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



Professor

The Professor might choose a dead player. ☉☉



Tinker

The Tinker might die. ☉



Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Empath

Give a finger signal.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

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