

**Washerwoman**

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

**Town Crier**

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

**Chambermaid**

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

**Village Idiot**

Each night, choose a player: you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]

**Exorcist**

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

**Courtier**

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

**Sweetheart**

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

**Klutz**

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

**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.

**Shabaloth**

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

**Kazali**

Each night*, choose a player: they die.
[You choose which players are which Minions.
-? to +? Outsiders]

**Fisherman**

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

**Juggler**

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

**Alchemist**

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.

**Farmer**

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

**Choirboy**

If the Demon kills the King, you learn which player is the Demon.
[+ the King]

**Tea Lady**

If both your alive neighbors are good, they can't die.

**Fool**

The first time you die, you don't.

**Politician**

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

**Heretic**

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

**Marionette**

You think you are a good character but you are not. The Demon knows who you are.
[You neighbor the Demon]

**Goblin**

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

**Xaan**

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

**Al-Hadikhia**

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Kazali	<p>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.</p>
	Alchemist	<p>Show the YOU ARE info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the IS THE ALCHEMIST token. Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).</p>
	Minion Info	<p>If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.</p>
	Demon Info	<p>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.</p>
	Marionette	<p>Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.</p>
	Xaan	<p>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.</p>
	Courtier	<p>The Courtier might choose a character. </p>
	Washerwoman	<p>Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.</p>
	Village Idiot	<p>Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.</p>
	Chambermaid	<p>The Chambermaid chooses 2 living players. Give a finger signal.</p>
	Dawn	<p>Wait a few seconds. Call for eyes open.</p>

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	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.
	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.
	Exorcist	The Exorcist chooses a player. Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
	Shabaloth	A previously chosen player might be resurrected. The Shabaloth chooses 2 players.
	Al-Hadikhia	The Al-Hadikhia points at three players: Mark these players with the 1 , 2 , & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3 . Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three.
	Kazali	The Kazali chooses a player.
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now.
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	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.
	Town Crier	Either nod or shake your head.
	Juggler	Give a finger signal.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.