



### 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]



### 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.

\*Not the first night



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 &amp; 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 &amp; 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 &amp; immediately say who died.