

**Steward**

You start knowing 1 good player.

**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.

**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.

**Exorcist**

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

**Gossip**

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

**Courtier**

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

**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.

**Tea Lady**

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

**Fool**

The first time you die, you don't.

**Pacifist**

Executed good players might not die.

**Goon**

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

**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

**Tinker**

You might die at any time.

**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

**Godfather**

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]

**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.

**Mastermind**

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

**No Dashii**

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

**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.

**Zombuul**

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as 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.



## Lunatic

If there are 7 or more players, wake the Lunatic:  
Show the **THESE ARE YOUR MINIONS** token. Point to any players.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.  
Put the Lunatic to sleep. Wake the Demon.  
Show the **YOU ARE** info token and the Demon token.  
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



## 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. ◎



## Courtier

The Courtier might choose a character. ◎◎



## Godfather

Show the character tokens of all in-play Outsiders.



## Devil's Advocate

The Devil's Advocate chooses a living player. ◎



## Steward

Point to the player marked **KNOW**. ◎



## Chambermaid

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



## Dawn

Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Sailor</b>	The Sailor chooses a living player. ⚡
	<b>Courtier</b>	The Courtier might choose a character. ⚡⚡
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ⚡⚡⚡
	<b>Gambler</b>	The Gambler chooses a player & a character. ⚡
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ⚡
	<b>Lunatic</b>	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	<b>Exorcist</b>	The Exorcist chooses a player. ⚡ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player. ⚡
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ⚡ The Shabaloth chooses 2 players. ⚡⚡
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. ⚡ or ⚡⚡(*
	<b>No Dashii</b>	The No Dashii chooses a player. ⚡
	<b>Assassin</b>	The Assassin might choose a player. ⚡⚡
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. ⚡
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ⚡
	<b>Professor</b>	The Professor might choose a dead player. ⚡⚡
	<b>Tinker</b>	The Tinker might die. ⚡
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ⚡
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.