

**Grandmother**

You start knowing a good player & their character.
If the Demon kills them, you die too.

**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.

**Fortune Teller**

Each night, choose 2 players:
you learn if either is a Demon.
There is a good player that registers as a Demon to you.

**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]

**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.

**Vizier**

All players know who you are.
You can not die during the day.
If good voted, you may choose to execute immediately.

**Shabalothe**

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.

**Pukka**

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

**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.

**Pukka**

The Pukka chooses a player. ☉

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Grandmother**

Point to the grandchild player & show their character token.

**Dawn**

Wait a few seconds. Call for eyes open.

**Vizier**

Declare that the Vizier is in play, and which player it is.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ☉
	Courtier	The Courtier might choose a character. ☉☉
	Innkeeper	The Innkeeper chooses 2 players. ☉☉☉
	Gambler	The Gambler chooses a player & a character. ☉
	Lunatic	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).
	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.
	Zombuul	If no one died today, the Zombuul chooses a player. ☉
	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. ☉☉
	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☉ or ☉☉(*)
	Assassin	The Assassin might choose a player. ☉☉
	Godfather	If an Outsider died today, the Godfather chooses 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. ☉
	Moonchild	If the Moonchild is due to kill a good player, they die. ☉
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☉
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.