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

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.

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

Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

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.

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.

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.

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.

Baron
There are extra Outsiders in play. **[+2 Outsiders]**

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.

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.

*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.

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. ◎

Preacher | The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Lleech | The Lleech picks a player. Mark them with the **POISONED** token. ◎

Empath | Give a finger signal.

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. ◎

Preacher — The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

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. ◎

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 ◎◎(*

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. ◎

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. ◎

Empath — Give a finger signal.

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.