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

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

Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.

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

Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

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

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

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

Fool
The first time you die, you don't.

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

Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

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.

Tinker
You might die at any time.

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

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.

Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

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

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.

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

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.

*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.

Courtier — The Courtier might choose a character. ◎◎

Godfather — Show the character tokens of all in-play Outsiders.

Pukka — The Pukka chooses a player. ◎

Grandmother — Point to the grandchild player & show their character token.

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 & 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.
Courtier	The Courtier might choose a character. ◎◎
Gambler	The Gambler chooses a player & a character. ◎
Monk	The Monk chooses a player. ◎
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).
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. ◎
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
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-l 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.
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. ◎
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. ◎
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.