

**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.

**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.

**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.

**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.

**Juggler**

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

**Soldier**

You are safe from the Demon.

**Alchemist**

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.

**Minstrel**

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

**Pacifist**

Executed good players might not die.

**Tinker**

You might die at any time.

**Sweetheart**

When you die, 1 player is drunk from now on.

**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

**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]

**Farmonger**

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.

**Devil's Advocate**

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

**Vizier**

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

**No Dashii**

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

**Po**

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

**Shabaloth**

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

**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.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Alchemist	Show the YOU ARE info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the IS THE ALCHEMIST token. Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).
	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.
	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.
	Leech	The LLeech picks a player. Mark them with the POISONED token.
	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.
	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the FEAR reminder. Declare that "The Fearmonger has chosen a player."
	Empath	Give a finger signal.
	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.
	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.
	Courtier	The Courtier might choose a character. ◎◎
	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. ◎ Declare that "The Fearmonger has chosen a player."
	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.
	Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ◎ or ◎◎*
	No Dashii	The No Dashii chooses a player. ◎
	LLeech	The LLeech chooses a player. Mark them with the DEAD token. ◎
	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ◎
	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.
	Juggler	Give a finger signal.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.