

**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.

**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.

**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.

**Ogre**

On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.

**Drunk**

You do not know you are the Drunk.
You think you are a Townsfolk character,
but you are not.

**Moonchild**

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

**Mutant**

If you are "mad" about being an Outsider,
you might be executed.

**Poisoner**

Each night, choose a player:
they are poisoned tonight and tomorrow day.

**Fearmonger**

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

**Psychopath**

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

**Vizier**

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

**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.

**Vigormortis**

Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]

**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.



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. ☉



Lleech

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



Poisoner

The Poisoner chooses a player. ☉



Courtier

The Courtier might choose a character. ☉☉



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.



Ogre

The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.



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. ☉
	Poisoner	The Poisoner chooses a player. ☉
	Courtier	The Courtier might choose a character. ☹☹
	Innkeeper	The Innkeeper chooses 2 players. ☹☹☹
	Gambler	The Gambler chooses a player & a character. ☉
	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 fi they chose no-one last night. ☉ or ☹☹(*
	Vigormortis	The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☹☹
	Lleech	The Lleech chooses a player. Mark them with the DEAD token. ☉
	Professor	The Professor might choose a dead player. ☹☹
	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.