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.

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

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.

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

Witch
Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.

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

Boomdandy
If you are executed, all but 3 players die.
After a 10 to 1 countdown,
the player with the most players pointing at them, dies.

No Dashii
Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.

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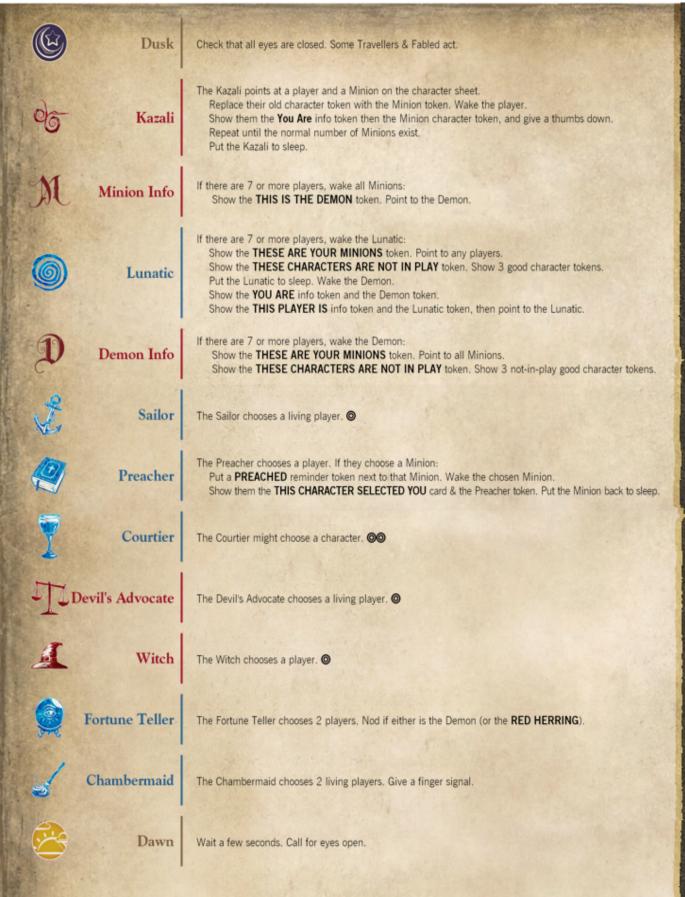Each night*, choose 2 players: they die.
A dead player you chose last night might be
regurgitated.

Kazali
Each night*, choose a player: they die.
[You choose which players are which Minions.
-? to +? Outsiders]

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

*Not the
first night

Dusk — Check that all eyes are closed. Some Travellers & Fabled act.

Kazali — The Kazali points at a player and a Minion on the character sheet.
Replace their old character token with the Minion token. Wake the player.
Show them the **You Are** info token then the Minion character token, and give a thumbs down.
Repeat until the normal number of Minions exist.
Put the Kazali to sleep.

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. ◎◎

Devil's Advocate — The Devil's Advocate chooses a living player. ◎

Witch — The Witch chooses a player. ◎

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

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. ◉◉
Innkeeper		The Innkeeper chooses 2 players. ◉◉◉
Gambler		The Gambler chooses a player & a character. ◉
Devil's Advocate		The Devil's Advocate chooses a living player. ◉
Witch		The Witch 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).
Shabaloth		A previously chosen player might be resurrected. ◉ The Shabaloth chooses 2 players. ◉◉
No Dashii		The No Dashii chooses a player. ◉
Vigormortis		The Vigormortis chooses a player. ◉ If that player is a Minion, poison a neighboring Townsfolk. ◉◉
Kazali		The Kazali 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. ◉
Fortune Teller		The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Chambermaid		The Chambermaid chooses 2 living players. Give a finger signal.
Dawn		Wait a few seconds. Call for eyes open & immediately say who died.