

**Steward**

You start knowing
1 good player.

**Knight**

You start knowing 2 players
that are not the Demon.

**Noble**

You start knowing 3 players,
1 and only 1 of which is evil.

**Grandmother**

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

**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.

**King**

Each night, if the dead equal or outnumber the living,
you learn 1 alive character.
The Demon knows you are the King.

**Courtier**

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

**Cannibal**

You have the ability of the recently killed executee.
If they are evil, you are poisoned
until a good player dies by execution.

**Amnesiac**

You do not know what your ability is.
Each day, privately guess what it is:
you learn how accurate you are.

**Choirboy**

If the Demon kills the King,
you learn which player is the Demon.
[+ the King]

**Fool**

The first time you die,
you don't.

**Poppy Grower**

Minions & Demons do not know each other.
If you die, they learn who each other are that night.

**Lunatic**

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

**Sweetheart**

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

**Politician**

If you were the player most responsible for your team losing,
you change alignment & win,
even if dead.

**Puzzlemaster**

1 player is drunk, even if you die.
If you guess (once) who it is, learn the Demon player,
but guess wrong & get false info.

**Devil's Advocate**

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

**Assassin**

Once per game, at night*, choose a player:
they die, even if for some reason they could not.

**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]

**Imp**

Each night*, choose a player: they die.
If you kill yourself this way,
a Minion becomes the Imp.

**Ojo**

Each night*, choose a character: they die.
If they are not in play,
the Storyteller chooses who dies.

**Po**

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

**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.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Poppy Grower	Wake the Demon. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info.
	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.
	King	Wake the Demon. Show them the THIS PLAYER IS info token, then the King token, then point at the King player.
	Sailor	The Sailor chooses a living player. ☉
	Courtier	The Courtier might choose a character. ☉☉
	Devil's Advocate	The Devil's Advocate chooses a living player. ☉
	Lleech	The Lleech picks a player. Mark them with the POISONED token. ☉
	Steward	Point to the player marked KNOW . ☉
	Knight	Point to the two players marked KNOW . ☉☉
	Noble	Point to all three players marked KNOW .
	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.



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



Cannibal

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.



Poppy Grower

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder: Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.



Sailor

The Sailor chooses a living player. ☺



Courtier

The Courtier might choose a character. ☺☺



Gambler

The Gambler chooses a player & a character. ☺



Devil's Advocate

The Devil's Advocate chooses a living 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).



Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☺



Imp

The Imp chooses a player. ☺ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.



Ojo

The Ojo points to a role. If a player has that role, they die. ☺ If the role is out of play, the Storyteller chooses any number of players that die. ☺



Po

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☺ or ☺☺☺*



Assassin

The Assassin might choose a player. ☺☺



Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☺



King

If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.



Dawn

Wait a few seconds. Call for eyes open & immediately say who died.