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

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.

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.

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

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.

Damsel
All Minions know you are in play.
If a Minion publicly guesses you (once),
your team loses.

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.

Goblin
If you publicly claim to be the Goblin
when nominated & are executed that day,
your team wins.

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.

Lil' Monsta
Each night, Minions choose
who babysits Lil' Monsta & 'is the Demon'.
Each night*, a player might die. [+1 Minion]

Zombuul
Each night*, if no-one died today,
choose a player: they die.
The 1st time you die, you live but register as dead.

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.
Sailor	The Sailor chooses a living player. ◎
Courtier	The Courtier might choose a character. ◎◎
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
Gambler	The Gambler chooses a player & a character. ◎
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).
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.
Zombuul	If no one died today, the Zombuul chooses a player. ◎
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token. Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎ Place the **DEAD** token beside any living player. ◎
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. ◎
Professor	The Professor might choose a dead player. ◎◎
Damsel	TBD
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.