

**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.

**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.

**Snake Charmer**

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

**Mathematician**

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

**Dreamer**

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

**King**

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

**Lycanthrope**

Each night\*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.

**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.

**Choirboy**

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

**Atheist**

The Storyteller can break the game rules, and if executed, good wins, even if you are dead. **[No evil characters]**

**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.

**Moonchild**

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

**Politician**

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

**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.

**Scarlet Woman**

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

**Vizier**

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

**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

**Lil' Monsta**

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

**Lord Of Typhon**

Each night\*, choose a player: they die. **[Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]**

**Al-Hadikhia**

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.





**Lord Of Typhon**

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:  
Show each of these players a unique Minion token, and give a thumbs down.  
Replace these players' good character tokens with these Minion tokens and put these players to sleep.  
Then, do the Minion Info and Demon Info steps as normal.



**Dusk**

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



**Lil' Monsta**

Instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:  
Put the minions back to sleep. 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. ☹



**Lord Of Typhon**

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:  
Show each of these players a unique Minion token, and give a thumbs down.  
Replace these players' good character tokens with these Minion tokens and put these players to sleep.  
Then, do the Minion Info and Demon Info steps as normal.



**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.



**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.



**Snake Charmer**

The Snake Charmer chooses a player. If they chose the Demon:  
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
Put the old Snake Charmer to sleep. Wake the old Demon.  
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺



**Lycanthrope**

Place the **FAUX PAW** reminder ☹ next to a good player.



**Courtier**

The Courtier might choose a character. ☹☹



**Godfather**

Show the character tokens of all in-play Outsiders.



**Pukka**

The Pukka chooses a player. ☹



**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.



**Mathematician**

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 &amp; Fabled act.



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.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:  
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
Put the old Snake Charmer to sleep. Wake the old Demon.  
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺



Innkeeper

The Innkeeper chooses 2 players. ☺☺☺



Courtier

The Courtier might choose a character. ☺☺



Gambler

The Gambler chooses a player &amp; a character. ☺



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:  
Mark them with the **DEAD** reminder. ☺ Demon doesn't kill tonight.



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).



Pukka

The Pukka chooses a player. ☺ The previously poisoned player dies then becomes healthy. ☺



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. ☺



Lord Of Typhon

The Lord of Typhon chooses a player. ☺



Al-Hadikhia

The Al-Hadikhia points at three players:  
Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.  
Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.  
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.  
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  
If all three are alive (none have a shroud), add a shroud to all three.



Godfather

If an Outsider died today, the Godfather chooses a player. ☺



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. ☺



Moonchild

If the Moonchild is due to kill a good player, they die. ☺



Choirboy

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



Dreamer

The Dreamer points to a player. Show 1 good &amp; 1 evil character token, 1 of which is their character.



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.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Mathematician

Give a finger signal.



Dawn

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