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

Oracle
Each night*, you learn
how many dead players 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.

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

Exorcist
Each night*, choose a player (different to last night):
the Demon, if chosen, learns who you are
then doesn't wake tonight.

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.

Tea Lady
If both your alive neighbors are good,
they can't die.

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.

Tinker
You might die
at any time.

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.

Saint
If you die by execution,
your team loses.

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.

Mastermind
If the Demon dies by execution (ending the game),
play for 1 more day.
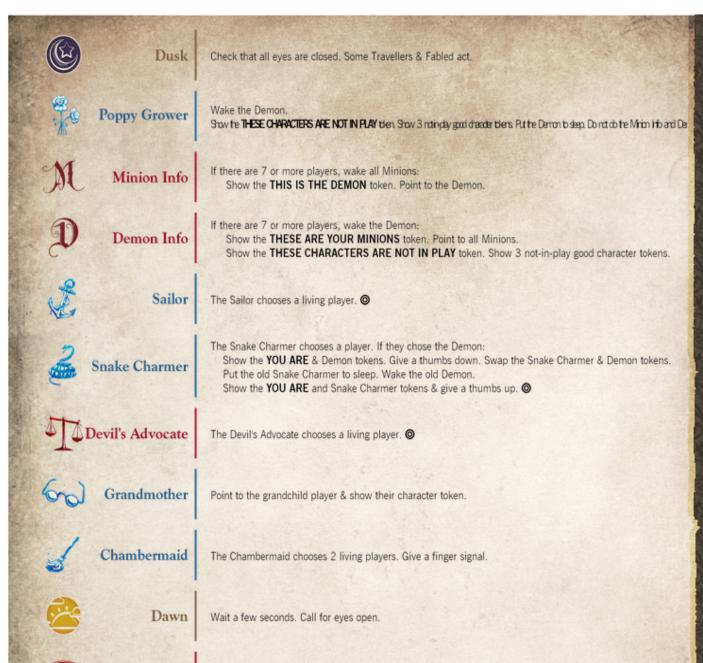If a player is then executed, their team loses.

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

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

*Not the
first night

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

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 De

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. ◎

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. ◎

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

Grandmother | Point to the grandchild player & show their character token.

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.

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. ◎

Innkeeper — The Innkeeper chooses 2 players. ◎◎◎

Gambler — The Gambler chooses a player & a character. ◎

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. ◎

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

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

Zombuul — If no one died today, the Zombuul chooses a player. ◎

Assassin — The Assassin might choose a player. ◎◎

Gossip — If the Gossip is due to kill a player, they die. ◎

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

Tinker — The Tinker might die. ◎

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. ◎

Oracle — 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.