Final Delegation   *by Dark*

TOWNSFOLK

Flowergirl
Each night*, you learn if a Demon voted today.

Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

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

Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.

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 1st time you die, you don't.

Pacifist
Executed good players might not die.

OUTSIDERS

Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

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.

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

MINIONS

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

Pit-Hag 👢
Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

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

Summoner ☕ 〰 🌵
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. **[No Demon]**

DEMONS

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

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

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

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

FABLED & LORIC

Djinn
Use the Djinn's special rule. All players know what it is.

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

If the Summoner creates a second living Demon, deaths tonight are arbitrary.

The Summoner may summon a Pukka on the 2nd night instead of the 3rd.

If the Summoner summons a dead player into the Zombuul, the Zombuul has already "died once".

Fibbin
Once per game, 1 good player might get incorrect information.

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

Dusk

Start the Night Phase.

Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ●

Minion Info

If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

Summoner

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

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.

Devil's Advocate

The Devil's Advocate chooses a living player. ●

Pukka

The Pukka chooses a player. ●

Damsel

During Minion Info, show the Minions the Damsel token. If you haven't done this yet, do so now. If the Damsel was chosen by the Huntsman, show the **YOU ARE** info token & their new character token.

Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ●

Dawn

Wait for a few seconds. End the Night Phase.

Dusk
Start the Night Phase.

Philosopher
The Philosopher might choose a character. If necessary, swap their character token. ●

Innkeeper
The Innkeeper chooses 2 players. ● ● ●

Monk
The Monk chooses a player. ●

Devil's Advocate
The Devil's Advocate chooses a living player. ●

Pit-Hag
The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

Summoner
Change the Summoner reminder token to the relevant night. ● If it is night 3, the Summoner chooses a player & a Demon character. Put the Summoner to sleep. Wake the target. Show the **YOU ARE** and Demon tokens & give a thumbs-down.

Lycanthrope
The Lycanthrope chooses a player. ●

Princess
If the Princess nominated the player who was executed today, wake the Demon as normal, but no one dies to the Demon's ability. ●

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

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

Shabaloth
A previously chosen player might be resurrected. ● The Shabaloth chooses 2 players. ● ●

Ojo
The Ojo chooses a character. ●

Assassin
The Assassin might choose a player. ● ●

Professor
The Professor might choose a dead player. ● ●

Damsel
If the Damsel was chosen by the Huntsman, show the **YOU ARE** info token & their new character token.

Tinker
The Tinker might die. ●

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

Flowergirl
Either nod or shake your head.

Seamstress
The Seamstress might choose 2 players. Nod or shake your head. ●

Dawn
Wait for a few seconds. End the Night Phase.