

**Dusk**

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

**Sailor**

The Sailor chooses a living player. ●

**Innkeeper**

The Innkeeper chooses 2 players. ● ● ●

**Courtier**

The Courtier might choose a character. ● ●

**Gambler**

The Gambler chooses a player &amp; 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).**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. ●

**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. ● ●

**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. ● ●

**Godfather**

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

**Professor**

The Professor might choose a dead player. ● ●

**Gossip**

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

**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. ●

**Chambermaid**

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

**Dawn**

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

