InfortheLongHaulv1.2 v1.2.0 *by TEM7*

Spirit of Ivory Sentinel

TOWNSFOLK

Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.

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.

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

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.

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

Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

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

Soldier
You are safe from the Demon.

Pacifist
Executed good players might not die.

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

OUTSIDER

Snitch
Minions start knowing 3 not-in-play characters.

Sweetheart
When you die, 1 player is drunk from now on.

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

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

MINION

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

Baron
There are extra Outsiders in play. [+2 Outsiders]

Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

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

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

DEMON

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

Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

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

Quick Reference

InfortheLongHaulv1.2 — by TEM7

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Snitch
6. Sailor
7. Courtier
8. Devil's Advocate
9. Mezepheles
10. Pukka
11. Amnesiac
12. Clockmaker
13. Dreamer
14. Chambermaid
15. Dawn

FABLED, JINXES & LORIC

FABLED

Spirit of Ivory
There can't be more than 1 extra evil player.

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

RECOMMENDED TRAVELLERS

Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Bone Collector
Once per game, at night, choose a dead player: they regain their ability until dusk.

Deviant
If you were funny today, you cannot die by exile.

Scapegoat
If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Courtier
5. Innkeeper
6. Devil's Advocate
7. Mezepheles
8. Scarlet Woman
9. Exorcist
10. Zombuul
11. Pukka
12. Po
13. Sweetheart
14. Amnesiac
15. Dreamer
16. Oracle
17. Chambermaid
18. Dawn

PLAYER COUNT

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

First Night

InfortheLongHaulv1.2 — by TEM7

1 D **Dusk**
Start the Night Phase.

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

3 D **Demon Info**
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4 **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

6 **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

7 **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

8 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

9 **Mezepheles**
Show the Mezepheles their secret word.

10 **Pukka**
The Pukka points to a player. That player is poisoned.

11 **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

12 **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

13 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

14 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

15 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

InfortheLongHaulv1.2 — by TEM7

1 D **Dusk**
Start the Night Phase.

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

4 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

5 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

6 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

7 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

8 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

9 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

10 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

11 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

12 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

13 **Sweetheart**
Choose a player that is drunk.

14 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

15 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

16 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

17 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

18 D **Dawn**
Wait for a few seconds. End the Night Phase.