

TOWNSFOLK



Steward

You start knowing
1 good player.



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.



Exorcist

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



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.



Professor

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



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 first time you die,
you don't.



Pacifist

Executed good players
might not die.

OUTSIDERS



Goon

Each night, the 1st player to choose you
with their ability is drunk until dusk.
You become their alignment.



Lunatic

You think you are a Demon, but you are not.
The Demon knows who you are
& who you choose at night.



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.

MINIONS



Godfather

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]



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.

DEMONS



No Dashii

Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.



Shabaloth

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



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.

*Not the
first night

**Dusk**

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

**Sailor**

The Sailor chooses a living player. ☉

**Courtier**

The Courtier might choose a character. ☉☉

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Gambler**

The Gambler chooses a player & 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. ☉

**Shabaloth**

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

**Po**

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☉ or ☉☉/*

**No Dashii**

The No Dashii chooses a player. ☉

**Assassin**

The Assassin might choose a player. ☉☉

**Godfather**

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

**Gossip**

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

**Professor**

The Professor might choose a dead player. ☉☉

**Tinker**

The Tinker might die. ☉

**Moonchild**

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

**Chambermaid**

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

**Dawn**

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