

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.



**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.

DEMONS

\*Not the  
first night





## Dusk

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



## Minion Info

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



## Lunatic

If there are 7 or more players, wake the Lunatic:  
Show the **THESE ARE YOUR MINIONS** token. Point to any players.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.  
Put the Lunatic to sleep. Wake the Demon.  
Show the **YOU ARE** info token and the Demon token.  
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



## 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. ☺



## Courtier

The Courtier might choose a character. ☺☺



## Godfather

Show the character tokens of all in-play Outsiders.



## Devil's Advocate

The Devil's Advocate chooses a living player. ☺



## Steward

Point to the player marked **KNOW**. ☺



## Chambermaid

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



## Dawn

Wait a few seconds. Call for eyes open.





Dusk

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



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 ☉☉☉\*



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 &amp; immediately say who died.