

TOWNSFOLK



Grandmother

You start knowing a good player & their character.
If the Demon kills them, you die too.



Monk

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



Acrobat

Each night*, choose a player:
if they are drunk or poisoned,
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.



Soldier

You are safe
from the Demon.



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.



Pacifist

Executed good players
might not die.

OUTSIDERS



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.



Zealot

If 5 or more players are alive,
you must vote for every nomination.

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.



Psychopath

Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.



Mastermind

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



Shabalothe

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



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.



Lleeche

Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are 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. ☉



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



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. ☉



Pukka

The Pukka chooses a player. ☉



Grandmother

Point to the grandchild player & show their character token.



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 & Fabled act.
	Sailor	The Sailor chooses a living player. ☉
	Courtier	The Courtier might choose a character. ☉☉
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. ☉
	Monk	The Monk chooses a player. ☉
	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.
	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 ☉☉(*)
	Leech	The Leech chooses a player. Mark them with the DEAD token. ☉
	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. ☉
	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 & immediately say who died.