

TOWNSFOLK

**Grandmother**

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

**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.

**Preacher**

Each night, choose a player:
a Minion, if chosen, learns this.
All chosen Minions have no ability.

**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

**Drunk**

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

**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.

**Evil Twin**

You & an opposing player know each other.
If the good player is executed, evil wins.
Good can't win if you both live.

**Vizier**

All players know who you are.
You can not die during the day.
If good voted, you may choose to execute immediately.

**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.

**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.



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. ☉



Preacher

The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



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. ☉



Evil Twin

Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.



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.



Vizier

Declare that the Vizier is in play, and which player it is.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ☉
	Preacher	The Preacher chooses a player. If they choose a Minion: Put a PREACHED reminder token next to that Minion. Wake the chosen Minion. Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.
	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. ☉
	Devil's Advocate	The Devil's Advocate chooses a living player. ☉
	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.
	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. ☉
	Lleech	The Lleech 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.