

TOWNSFOLK



**Grandmother**

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



**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.



**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.



**Po**

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



**Pukka**

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



**Zombuul**

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



**Al-Hadikhia**

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

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. ☉



## Evil Twin

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



## 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 &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. ☉



Pukka

The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉



Po

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



Al-Hadikhia

The Al-Hadikhia points at three players:  
Mark these players with the **1, 2, & 3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.  
Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.  
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2 & 3**.  
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  
If all three are alive (none have a shroud), add a shroud to all three.



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. ☉



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 &amp; immediately say who died.