

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.



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



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.



Professor

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



Tea Lady

If both your alive neighbors are good, they can't die.



Fool

The first time you die, you don't.



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Pacifist

Executed good players might not die.



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.



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.



There are extra Outsiders in play. [+2 Outsiders]



Shabaloth

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



Zombuul

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



Pukka

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



Legion 🥙

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]





Dusk

Poppy Grower

Wake the Demon.

Show the THESE CHARACTERS ARE NOT IN PLAY then Show 3 notingly good dreater thems. Put the Demon to steep Do not do the Minion Info and De

Minion Info

If there are 7 or more players, wake all Minions:

Show the THIS IS THE DEMON token. Point to the Demon.

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

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. @

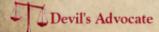


Preacher

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.



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. |
|------------|------------------|---|
| | Poppy Grower | If the Poppy Grower died today or tonight, & is marked with the EVIL WAKES reminder: Show the THIS IS THE DEMON info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the THESE ARE YOUR MINIONS info token, then point to the Minions. Put the Demon to slee |
| Z. | Sailor | The Sailor chooses a living player. ◎ |
| 4 | 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. |
| 5 | Innkeeper | The Innkeeper chooses 2 players. |
| T | Devil's Advocate | The Devil's Advocate chooses a living player. ◎ |
| Ĥ | 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. |
| 6 | 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). |
| A. Carrier | Zombuul | If no one died today, the Zombuul chooses a player. ◎ |
| V | Pukka | The Pukka chooses a player. |
| * | Legion | You may decide a player that dies. (Once per living Legion) |
| had | Acrobat | The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. |
| \$ | Professor | The Professor might choose a dead player. ⊚⊚ |
| Sage. | Tinker | The Tinker might die. ◎ |
| | Moonchild | If the Moonchild is due to kill a good player, they die. ◎ |
| 600 | Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. |
| 3 | Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |