

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.



### 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.



### 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.

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



### 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.



### Baron

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

DEMONS



### 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.



### Leech

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



### Riot

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

\*Not the first night



**Dusk**

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

**Poppy Grower**

Wake the Demon.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.  
Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.

**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. ☺

**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. ☹

**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.



## 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 sleep.



## 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.



## Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



## 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. ☉



## 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. ☉☉



## Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☉



## 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.