

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



**Ogre**

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



**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.



**Klutz**

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINIONS



**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.



**Scarlet Woman**

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



**Baron**

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

DEMONS



**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.



**Pukka**

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



**Legion**

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

\*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. ☺☺



Pukka

The Pukka chooses a player. ☺



Grandmother

Point to the grandchild player & show their character token.



Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



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. ☉

**Scarlet Woman**If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.**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.**Legion**

You may decide a player that dies. (Once per living Legion) ☉

**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 fi they chose no-one last night. ☉ or ☉☉(\*

**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. ☉

**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.