

## 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.


**Fortune Teller**

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.


**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.


**Ogre**

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


**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.


**Assassin**

Once per game, at night\*, choose a player: they die, even if for some reason they could not.


**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]


**Shabalothe**

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.


**Zombuul**

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

\*Not the first night

## DEMONS





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. ☉



Courtier

The Courtier might choose a character. ☉☉



Devil's Advocate

The Devil's Advocate chooses a living player. ☉



Pukka

The Pukka chooses a player. ☉



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



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.



Dawn

Wait a few seconds. Call for eyes open.



	Dusk	Check that all eyes are closed. Some Travellers & 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 & a character. ☉
	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 <b>THIS CHARACTER SELECTED YOU</b> & 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. ☉
	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 ☹☹(*
	Assassin	The Assassin might choose 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. ☉
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.