

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.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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.



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.



Soldier

You are safe from the Demon.



Tea Lady

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



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



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



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.



Scarlet Woman

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

DEMONS



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Shabaloth

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



Lleeche

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.



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. ☹



Poisoner

The Poisoner chooses a player. ☹



Evil Twin

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



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.



Poisoner

The Poisoner chooses a player. ☺



Innkeeper

The Innkeeper chooses 2 players. ☺☺☺



Acrobat

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☺



Monk

The Monk chooses a player. ☺



Scarlet Woman

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



Shabaloth

A previously chosen player might be resurrected. ☺ The Shabaloth chooses 2 players. ☺☺



No Dashii

The No Dashii chooses a player. ☺



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. ☺



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.