

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.



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.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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.



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINIONS



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.



Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



Xaan

On night X, all Townsfolk are poisoned until dusk. [X 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.



Zombuul

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



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.

*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.



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. ☺☺



Xaan

Add the **NIGHT** reminder token that matches the current night. ☺
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ☺ Remove it the following dusk.



Evil Twin

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



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☺



Grandmother

Point to the grandchild player & show their character token.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



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.



Vizier

Declare that the Vizier is in play, and which player it is.



Dusk

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



Sailor

The Sailor chooses a living player. ☉



Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



Courtier

The Courtier might choose a character. ☉☉



Xaan

Add the **NIGHT** reminder token that matches the current night. ☉
 On the night that equals the number of Outsiders in play when the game began:
 Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.



Gambler

The Gambler chooses a player & a character. ☉



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.



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).



Zombuul

If no one died today, the Zombuul chooses a player. ☉



Lleech

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

Po

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉☉*



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. ☉



Juggler

Give a finger signal.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open & immediately say who died.