

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



Goon

Each night, the 1st player to choose you
with their ability is drunk until dusk.
You become their alignment.



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.



Moonchild

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

MINIONS



Godfather

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]



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.



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.



Shabaloth

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.



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.

DEMONS

*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.



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. ☉☉



Evil Twin

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



Godfather

Show the character tokens of all in-play Outsiders.



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.



Sailor

The Sailor chooses a living player. ☺



Innkeeper

The Innkeeper chooses 2 players. ☺☺☺



Courtier

The Courtier might choose a character. ☺☺



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 **THIS CHARACTER SELECTED YOU** & 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. ☺



Po

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



Godfather

If an Outsider died today, the Godfather chooses a player. ☺



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.