

TOWNSFOLK


Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.


Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.


Monk

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


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.


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.


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.


Moonchild

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

MINIONS


Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.


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]

DEMONS


Shabaloth

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


Zombuul

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


Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]


Al-Hadikhia

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

*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. ☺☺



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.



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. ☉
	Courtier	The Courtier might choose a character. ☹☹
	Gambler	The Gambler chooses a player & a character. ☉
	Monk	The Monk chooses a player. ☉
	Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character 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).
	Zombuul	If no one died today, the Zombuul chooses a player. ☉
	Shabaloth	A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☹☹
	Fang Gu	The Fang Gu chooses a player. ☉ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down. ☹
	Al-Hadikhia	The Al-Hadikhia points at three players: Mark these players with the 1 , 2 , & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3 . Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three.
	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 RED HERRING).
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.