

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.


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.


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.


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.


Soldier

You are safe from the Demon.


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.


Pacifist

Executed good players might not die.

OUTSIDERS


Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.


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


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.


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.


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.


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.

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.



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. ☉



Lleech

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



Courtier

The Courtier might choose a character. ☹☹



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. ☉



Butler

The Butler 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. ☉

**Courtier**

The Courtier might choose a character. ☉☉

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Acrobat**The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☉**Devil's Advocate**

The Devil's Advocate chooses a living player. ☉

**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).**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.**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 if they chose no-one last night. ☉ or ☉☉(*)

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

The Assassin might choose a player. ☉☉

**Godfather**

If an Outsider died today, the Godfather chooses 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. ☉

**Butler**

The Butler chooses a player. ☉

**Chambermaid**

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

**Dawn**

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