

TOWNSFOLK



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



Bandwagon
Each night, choose 2 players.
They can't die tonight, but 1 is drunk until dusk.



Goodbye
Each night, choose a player & guess their character.
If you guess wrong, you die.



Nuke
Each night, choose an alive player.
Either you or they are drunk until dusk.
You can't die.



Chameleon
Each night, choose 2 alive players (not yourself).
You learn how many wake tonight due to their ability.



Execution
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.



Courier
Once per game, at night, choose a character.
They are drunk for 2 nights & 2 days.



Professor
Once per game, at night, choose a dead player.
If they are a Townsfolk, they are resurrected.



Minotaur
When a Minotaur dies by execution, all other players
(except Townsfolk) are drunk until dusk tomorrow.



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



Fool
The last time you die,
you start.



Purifier
Executed good players
might not die.

OUTSIDERS



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



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,
immediately choose 1 alive player.
Tonight, if it was a good player, they die.

MINIONS



Godfather
You start knowing which Outsiders are in play.
If 2 dead today, choose a player tonight, they die.
If 3 or 4 dead today.



Devil's Advocate
Each night, choose a living player
(different to last night).
If executed tomorrow, they start die.



Assassin
Once per game, at night, choose a player.
They die, even if for some reason they could not.



Minotaur
If the Demon dies by execution (ending the game),
play for 1 more day.
If a player is then executed, their team loses.

DEMONS



Madman
Each night, choose 2 players. They die.
A dead player you choose last night might be
resurrected.



Po
Each night, you may choose a player. They die.
If your last choice was innocent,
choose 3 players tonight.



Poika
Each night, choose a player. They are poisoned.
The previously poisoned player dies then becomes
happily.



Zomboid
Each night, if no one died today,
choose a player. They die.
The 1st time you die, you die but register as dead.

*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. ☺☺



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.