

## 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.


**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.


**Zombuul**

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



## 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. ☺



## Evil Twin

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



## 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. ☉
	Courtier	The Courtier might choose a character. ☹☹
	Innkeeper	The Innkeeper chooses 2 players. ☹☹☹
	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 <b>THIS CHARACTER SELECTED YOU</b> & 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. ☉
	Shabaloth	A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☹☹
	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.