

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.



**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



**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.



**Recluse**

You might register as evil & as a Minion or Demon, even if dead.



**Klutz**

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINIONS



**Fearmonger**

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



**Psychopath**

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



**Assassin**

Once per game, at night\*, choose a player: they die, even if for some reason they could not.



**Goblin**

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS



**Yaggababble**

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



**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.



**Lleech**

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

\*Not the first night



## Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



## Yaggababble

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.



## 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. ☉☉



## Fearmonger

The Fearmonger picks a player:  
Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen 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. ☉                                                                                                                                                                             |
|    | Fearmonger  | The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder: Mark the chosen player with the <b>FEAR</b> reminder. ☹ Declare that "The Fearmonger has chosen a player." |
|    | Lunatic     | Do whatever needs to be done to simulate the Demon acting.<br>Put the Lunatic to sleep. Wake the Demon.<br>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 <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.                        |
|    | Zombuul     | If no one died today, the Zombuul chooses a player. ☹                                                                                                                                                                     |
|  | Shabaloth   | A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹                                                                                                                                    |
|  | Lleech      | The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☹                                                                                                                                                      |
|  | Yaggababble | For each time the Yaggababble publicly said their phrase:<br>You may place a <b>DEAD</b> token next to a living player. ☹                                                                                                 |
|  | 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. ☹                                                                                                                                                                                                   |
|  | Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ☹                                                                                                                                                    |
|  | Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal.                                                                                                                                                           |
|  | Dawn        | Wait a few seconds. Call for eyes open & immediately say who died.                                                                                                                                                        |