

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.



Sailor

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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.



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.



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]



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.



Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



Shabalothe

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



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.



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.

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. ☉



Courtier

The Courtier might choose a character. ☉☉



Godfather

Show the character tokens of all in-play Outsiders.



Pukka

The Pukka chooses a player. ☉



Grandmother

Point to the grandchild player & show their character token.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Dawn

Wait a few seconds. Call for eyes open.



Vizier

Declare that the Vizier is in play, and which player it is.

	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. ☉☉☉
	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.
	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. ☉☉
	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. ☉☉
	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. ☉
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Juggler	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.