

TOWNSFOLK

**Grandmother**

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

**Empath**

Each night, you learn how many
of your 2 alive neighbours are evil.

**Sailor**

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

**Preacher**

Each night, choose a player:
a Minion, if chosen, learns this.
All chosen Minions have no ability.

**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.

**Soldier**

You are safe
from the Demon.

**Alchemist**

You have a Minion ability.
When using this,
the Storyteller may prompt you to choose differently.

**Minstrel**

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

**Pacifist**

Executed good players
might not die.

OUTSIDERS

**Tinker**

You might die
at any time.

**Golem**

You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.

**Sweetheart**

When you die,
1 player is drunk from now on.

**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.

**Fearmonger**

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

**Vizier**

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

**No Dashii**

Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.

**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.

**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.

**Alchemist**

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. ☹ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).

**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. ☹

**Preacher**

The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

**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. ☹

**Fearmonger**

The Fearmonger picks a player:
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."

**Empath**

Give a finger signal.

**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.

**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. ☉ |
|  | Preacher | The Preacher chooses a player. If they choose a Minion: Put a PREACHED reminder token next to that Minion. Wake the chosen Minion. Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep. |
|  | Courtier | The Courtier might choose a character. ☹☹ |
|  | Devil's Advocate | The Devil's Advocate chooses a living player. ☉ |
|  | Fearmonger | The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. ☉ Declare that "The Fearmonger has chosen a player." |
|  | 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. |
|  | 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 ☹☹(* |
|  | No Dashii | The No Dashii chooses a player. ☉ |
|  | Lleech | The Lleech chooses a player. Mark them with the DEAD token. ☉ |
|  | Godfather | If an Outsider died today, the Godfather chooses a player. ☉ |
|  | Sweetheart | If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉ |
|  | 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. ☉ |
|  | Empath | Give a finger signal. |
|  | 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. |