

TOWNSFOLK



**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.



**Acrobat**

Each night\*, choose a player: if they are drunk or poisoned, you die.



**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.



**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.



**Tinker**

You might die at any time.



**Klutz**

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



**Heretic**

Whoever wins, loses & whoever loses, wins, even if you are dead.

MINIONS



**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.



**Boomdandy**

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.



**Scarlet Woman**

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



**Baron**

There are extra Outsiders in play. [+2 Outsiders]



**Shabaloth**

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.



**Po**

Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



**Vigormortis**

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

DEMONS

\*Not the first night

**Dusk**

Check that all eyes are closed. Some Travellers &amp; 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. ☉☉

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Gambler**

The Gambler chooses a player &amp; a character. ☉

**Acrobat**The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☉**Scarlet Woman**If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.**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 ☉☉☉\*

**Vigormortis**

The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉

**Professor**

The Professor might choose a dead player. ☉☉

**Tinker**

The Tinker might die. ☉

**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 &amp; immediately say who died.