

# 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



## Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



## 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.



## Klutz

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

# MINIONS



## Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



## 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.



## Xaan

On night X, all Townsfolk are poisoned until dusk. [X 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.



## 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. ☺



Xaan

Add the **NIGHT** reminder token that matches the current night. ☺  
On the night that equals the number of Outsiders in play when the game began:  
Add the **X** reminder to the Grimoire. ☺ Remove it the following dusk.



Courtier

The Courtier might choose a character. ☺☺



Devil's Advocate

The Devil's Advocate chooses a living player. ☺



Pukka

The Pukka chooses a player. ☺



Grandmother

Point to the grandchild player & show their character token.



Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



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. ☉  |
|    | Xaan             | Add the <b>NIGHT</b> reminder token that matches the current night. ☉<br>On the night that equals the number of Outsiders in play when the game began:<br>Add the <b>X</b> reminder to the Grimoire. ☉ Remove it the following dusk.   |
|    | 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. ☉  |
|    | 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:<br>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. ☉☉   |
|  | Al-Hadikhia      | The Al-Hadikhia points at three players:<br>Mark these players with the <b>1</b> , <b>2</b> , & <b>3</b> reminders, in the chosen order. Put the Al-Hadikhia to sleep.<br>Wake the player marked <b>1</b> & say "The A-I Hadikhia has chosen" then the name of the player.<br>Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked <b>2</b> & <b>3</b> .<br>Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.<br>If all three are alive (none have a shroud), add a shroud to all three. |
|  | 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.   |