

◀ Townsfolk ▶



- Grandparent  You start knowing a good player & character. If the Demon kills them, you die too.
- Sailor  Each night, choose a living player: either you, or they, are drunk until dusk. You can not die.
- Housekeeper  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.
- Innkeeper  Each night*, choose 2 players: they can not die tonight, but 1 is drunk until dusk.
- Gambler  Each night*, choose a player & guess their character: if you guess wrong, you die.
- 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.
- Herbalist  If both your alive neighbours are good, they can't die.
- Pacifist  Executed good players might not die.
- Fool  The first time you die, you don't.

◀ Outsiders ▶

- 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.
- 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.

◀ Minions ▶

- Capo Crimini  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.
- 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.

◀ Demons ▶

- Zombuul  Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.
- Pukka  Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
- 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.

* Not the first night.

The sun is swallowed by a jagged horizon as another winter's day surrenders to the night. Flecks of orange and red decay into deeper browns, the forest transforming in silent anticipation of the coming snow.

Ravenous wolves howl from the bowels of a rocky crevasse beyond the town's borders, sending birds scattering from their cozy nooks. Travellers hurry into the inn, seeking shelter from the gathering chill. They warm themselves with hot tea, sweet strains of music, and hearty ale, unaware that strange and nefarious eyes stalk them from the ruins of this once great city.

Tonight, even the livestock know there is a ...



Character Counts

	<i>Players, Townsfolk, Outsiders, Minions, Demons</i>										
	5	6	7	8	9	10	11	12	13	14	15+
Total Residents	5	6	7	8	9	10	11	12	13	14	15+
Townsfolk	3	3	5	5	5	7	7	7	9	9	9
Outsiders	0	1	0	1	2	0	1	2	0	1	2
Minions	1	1	1	1	1	2	2	2	3	3	3
Demons	1	1	1	1	1	1	1	1	1	1	1

First Night



Confirm all players have eyes closed. Wait approximately 10 seconds.
Each Traveller with a first-night ability acts.



Minion info

- ? If this game has 7 or more players:
- If more than one Minion, they all make eye contact with each other.
 - Show the “This is the Demon” card. Point to the Demon.



Lunatic

- If this game has 7 or more players:
- Show the “These are your Minions” card. Point to arbitrary players, in number equal to the number of Minions in play.
 - Show the “These characters are not in play” card. Show 3 character tokens of arbitrary Good characters.
 - Wake the Demon. Show the “You are” card. Show the Demon's character token. Show the “This player is” card. Show the Lunatic token. Point to the Lunatic player.



Demon info

- ? If this game has 7 or more players:
- Show the “These are your minions” card. Point to each Minion.
 - Show the “These characters are not in play” card. Show 3 character tokens of good characters not in play.



Sailor

- The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.



Courtier

- The Courtier either shows a “no” head signal, or points to a character on their sheet.
If the Courtier used their ability : If that character is in play, that player is drunk for 3 days and nights.



Capo Crimini

- Show the “These characters are in play” card. Show each of the Outsider character tokens in play.



Devil's Advocate

- The Devil's Advocate points to a living player.
That player survives execution tomorrow.



Lunatic

- ? If the Demon token seen by the Lunatic has an ability that acts on the first night:
- Allow the Lunatic to do the Demon actions. Place their “Target” markers.
 - If the Lunatic chose players: Wake the Demon. Show the “Target” marker, then point to each marked player. Remove any Lunatic “Target” markers.



Pukka

- The Pukka points to a player. That player is poisoned.



Grandparent

- Show the character token of the player marked “Grandchild”. Point to the marked player.



Housekeeper

- The Housekeeper points to two living players not themselves.
Show the hand signal for the number (0, 1, 2) of those players who woke tonight for their ability.



Goon

- ? When a player used their character ability to choose the Goon, and is the first player tonight to do this:
- That player is drunk.
 - The Goon becomes that player's alignment. If the Goon changed alignment:
 - Show the “You are” card, then the hand signal (thumb-up “good”, thumb-down “evil”) for the Goon's current alignment.



Dawn

- Wait approximately 10 seconds.
Call for eyes open; immediately announce which players died.



- Turn this night sheet over, to show the Other Nights sequence.

Other Nights



	Dusk	☺ Confirm all players have eyes closed. Wait approximately 10 seconds. Each Traveller with a night ability  acts. ☺
	Minstrel	? Remove the “Everyone drunk” marker, if any. ○ If a Minion died today by execution: Place the “Everyone drunk” marker. ○
	Sailor	The previously drunk player is no longer drunk. ○  The Sailor points to a living player. ☺ Either the Sailor, or the chosen player, is drunk. ○
	Innkeeper	Remove the existing Innkeeper marker tokens, if any. ○○  The Innkeeper points to two players. ☺ Those players are protected. ○○ One is drunk. ○
	Courtier	? Reduce the remaining number of days the marked player is poisoned. ○ If the Courtier has not yet used their ability: •  The Courtier either shows a “no” head signal, or points to a character on their sheet. ☺ • If the Courtier used their ability ○: If that character is in play, that player is drunk for 3 days and nights. ○
	Gambler	 The Gambler points to a player, and a character on their sheet. ☺ If incorrect, the Gambler dies. ○
	Devil's Advocate	 The Devil's Advocate points to a living player. ☺ That player survives execution tomorrow. ○
	Lunatic	 Allow the Lunatic to do the Demon actions. ☺ Place their “Target” markers. ○ If the Lunatic chose players:  Wake the Demon. Show the “Target” marker, then point to each marked player. ☺ Remove any Lunatic “Target” markers. ○
	Exorcist	 The Exorcist points to a player, different from the previous night. ☺ If that player is the Demon: •  Wake the Demon. Show the Exorcist token. Point to the Exorcist. ☺ • The Demon player does not wake to use an ability tonight. ○
	Zombuul	? If no-one died during the day:  The Zombuul points to a player. ☺ That player dies. ○
	Pukka	The poisoned player dies. ○ Then, the poison on that player stops. ○  The Pukka points to a player. ☺ That player is poisoned. ○
	Shabalothe	One dead player that the Shabalothe chose the previous night might come alive. ○  The Shabalothe points to two players. ☺ Those players die. ○○
	Po	 If the previous night (not the First Night) the Po's choice was no-one: The Po points to three players. ○ Otherwise: The Po either shows the “no” head signal ○, or points to a player ○. ☺ The marked players (if any) die.
	Assassin	? If the Assassin has not used their ability:  The Assassin either shows the “no” head signal, or points to a player. ☺ If the Assassin chose a player ○: That player dies. ○
	Capo Crimini	? If an Outsider died today:  The Capo Crimini points to a player. ☺ That player dies. ○
	Professor	? If the Professor has not used their ability: •  The Professor either shows a “no” head signal, or points to a player. ☺ • If the Professor chose a player ○: If that player is a Townsfolk: That player is now alive. ○
	Gossip	? If the Gossip's public statement today was true: • Choose a player. That player dies. ○
	Tinker	The Tinker might die. ○
	Moonchild	? If the Moonchild used their ability today to choose a living player: If that player was good, they die. ○
	Grandparent	? When the player marked “Grandchild” is killed by the Demon: • The Grandparent dies.
	Housekeeper	 The Housekeeper points to two living players not themself. Show the hand signal for the number (0, 1, 2) of those players who woke tonight for their ability. ☺
	Goon	? When a player uses their character ability to choose the Goon, and is the first player tonight to do this: • That player is drunk. ○ • The Goon becomes that player's alignment. ○ If the Goon changed alignment: •  Show the “You are” card, then the hand signal (thumb-up “good”, thumb-down “evil”) for the Goon's current alignment.
	Dawn	Wait approximately 10 seconds. Call for eyes open; immediately announce which players died, and which players are newly alive.