

TOWNSFOLK



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Knight

You start knowing 2 players that are not the Demon.



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath

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



Undertaker

Each night*, you learn which character died by execution today.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Plague Doctor

When you die, the Storyteller gains a Minion ability.

MINION



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Wraith

You may choose to open your eyes at night. You wake when other evil players do.



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Shabaloth

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

Quick Reference

Heart Lungs Liver Nerves — by CorvidTheDragon

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Witch
- 5  Pukka
- 6  Pixie
- 7  Huntsman
- 8  Damsel
- 9  Amnesiac
- 10  Empath
- 11  Noble
- 12  Dawn

FABLED, JINXES & LORIC



Cannibal & Princess

If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.



Plague Doctor & Wraith

If the Storyteller would gain the Wraith ability, a Minion gains it, and learns this.

FABLED



Hell's Librarian

Something bad might happen to whoever talks when the Storyteller has asked for silence.



Djinn

Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Witch
- 3  Lycanthrope
- 4  Imp
- 5  Pukka
- 6  Shabaloth
- 7  Assassin
- 8  Huntsman
- 9  Damsel
- 10  Amnesiac
- 11  Empath
- 12  Undertaker
- 13  Dawn

PLAYER COUNT

PLAYERS	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

Heart Lungs Liver Nerves — by CorvidTheDragon

1		Dusk Start the Night Phase.
2		Minion Info If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3		Demon Info If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
5		Pukka The Pukka points to a player. That player is poisoned.
6		Pixie Show the Pixie 1 in-play Townsfolk character token.
7		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
8		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
9		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		Noble Point to 3 players including one evil player, in no particular order.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Heart Lungs Liver Nerves — by CorvidTheDragon

1		Dusk Start the Night Phase.
2		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
3		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
4		Imp The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
5		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
6		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
7		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
8		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
9		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
10		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
12		Undertaker If a player was executed today: Show that player's character token.
13		Dawn Wait for a few seconds. End the Night Phase.