

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Town Crier

Each night*, you learn if a Minion nominated today.



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.



Nightwatchman

Once per game, at night, choose a player: they learn who you are.



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Huntsman

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



Alchemist

You have a not-in-play Minion ability.

OUTSIDER



Tinker

You might die at any time.



Sweetheart

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



Mutant

If you are "mad" about being an Outsider, you might be executed.



Damsel

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

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Fearmonger

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



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



Pukka

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

Quick Reference

pukpuk whos there — by Tam and Sean

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Engineer
- 6  Preacher
- 7  Poisoner
- 8  Godfather
- 9  Cerenovus
- 10  Fearmonger
- 11  Pukka
- 12  Huntsman
- 13  Damsel
- 14  Librarian
- 15  Fortune Teller
- 16  Nightwatchman
- 17  Cult Leader
- 18  Chambermaid
- 19  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Engineer
- 3  Preacher
- 4  Poisoner
- 5  Innkeeper
- 6  Gambler
- 7  Cerenovus
- 8  Fearmonger
- 9  Pukka
- 10  Godfather
- 11  Sweetheart
- 12  Huntsman
- 13  Damsel
- 14  Tinker
- 15  Fortune Teller
- 16  Town Crier
- 17  Nightwatchman
- 18  Cult Leader
- 19  Chambermaid
- 20  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

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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		Alchemist Show the Alchemist a not-in-play Minion token
5		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
6		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		Godfather Show each of the Outsider tokens in play.
9		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
10		Fearmonger The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
11		Pukka The Pukka points to a player. That player is poisoned.
12		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.
13		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
14		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
15		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
16		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
17		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
18		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
19		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
3		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
4		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
7		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
8		Fearmonger The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
9		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
10		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
11		Sweetheart Choose a player that is drunk.
12		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.
13		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
14		Tinker The Tinker might die.
15		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
16		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
17		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
18		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
19		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
20		Dawn Wait for a few seconds. End the Night Phase.