

## TOWNSFOLK



### Investigator

You start knowing that 1 of 2 players is a particular Minion.



### Librarian

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



### Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



### Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



### Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



### Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



### Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



### Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



### Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



### Soldier

You are safe from the Demon.



### Farmer

If you die at night, an alive good player becomes a Farmer.



### Fool

The first time you die, you don't.



### Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

## OUTSIDER



### Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



### Recluse

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



### Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



### Saint

If you die by execution, your team loses.



### Mutant

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



### Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## MINION



### Godfather

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



### Devil's Advocate

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



### Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



### Baron

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

## DEMON



### Kazali

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



### Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



### Lord of Typhon

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



### Lleech

Each night\*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

# Quick Reference

*You're not my neighbor! — by BlackGoat*

## FIRST NIGHT

- 1  **D** Dusk
- 2  **M** Minion Info
- 3  **D** Demon Info
- 4  **Philosopher**
- 5  **Sailor**
- 6  **Marionette**
- 7  **Leech**
- 8  **Godfather**
- 9  **Devil's Advocate**
- 10  **Librarian**
- 11  **Investigator**
- 12  **Balloonist**
- 13  **D** Dawn

## FABLED, JINXES & LORIC



### Marionette & Kazali

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.



### Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

## FABLED



### Sentinel

There might be 1 extra or 1 fewer Outsider in play.



### Djinn

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

## RECOMMENDED TRAVELLERS



### Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.



### Harlot

Each night\*, choose a living player: if they agree, you learn their character, but you both might die.



### Butcher

Each day, after the 1st execution, you may nominate again.



### Gangster

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.



### Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

## OTHER NIGHTS

- 1  **D** Dusk
- 2  **Philosopher**
- 3  **Sailor**
- 4  **Gambler**
- 5  **Devil's Advocate**
- 6  **Fang Gu**
- 7  **Leech**
- 8  **Godfather**
- 9  **Farmer**
- 10  **Moonchild**
- 11  **Balloonist**
- 12  **D** 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

*You're not my neighbor! — by BlackGoat*

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                  |
|----|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                          |
| 2  |    | <b>Minion Info</b><br>  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  |    | <b>Demon Info</b><br>  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  |    | <b>Philosopher</b><br>  The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player. |
| 5  |    | <b>Sailor</b><br>  The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                                                                                      |
| 6  |    | <b>Marionette</b><br>  Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.                                                                                                                                                             |
| 7  |    | <b>Lleech</b><br>  The Lleech points to a player. Place the Poisoned reminder token.                                                                                                                                                                                                                                             |
| 8  |    | <b>Godfather</b><br>  Show each of the Outsider tokens in play.                                                                                                                                                                                                                                                                  |
| 9  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player. That player survives execution tomorrow.                                                                                                                                                                                                            |
| 10 |   | <b>Librarian</b><br>  Show the character token of an Outsider in play. Point to two players, one of which is that character.                                                                                                                                                                                                     |
| 11 |  | <b>Investigator</b><br>  Show the character token of a Minion in play. Point to two players, one of which is that character.                                                                                                                                                                                                     |
| 12 |  | <b>Balloonist</b><br>  Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.                                                                                                                                                                  |
| 13 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                    |

# Other Nights

*You're not my neighbor! — by BlackGoat*

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                                                                         |
| 2  |    | <b>Philosopher</b><br>  If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player. |
| 3  |    | <b>Sailor</b><br>  The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                                                                                     |
| 4  |    | <b>Gambler</b><br>  The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.                                                                                                                                                                                                                                                             |
| 5  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.                                                                                                                                                                                                                        |
| 6  |    | <b>Fang Gu</b><br>  The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign. |
| 7  |    | <b>Lleech</b><br>  The Lleech points to a player. That player dies.                                                                                                                                                                                                                                                                                                             |
| 8  |    | <b>Godfather</b><br>  If an Outsider died today: The Godfather points to a player. That player dies.                                                                                                                                                                                                                                                                            |
| 9  |    | <b>Farmer</b><br>  If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.                                                                                                                                                                                                |
| 10 |  | <b>Moonchild</b><br>  If the Moonchild used their ability to target a player today: If that player is good, they die.                                                                                                                                                                                                                                                           |
| 11 |  | <b>Balloonist</b><br>  Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.                                                                                                                       |
| 12 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |