

TOWNSFOLK



Noble

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Pixie

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



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Ballooonist

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



Oracle

Each night*, you learn how many dead players are evil.



Savant

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



Huntsman

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



Farmer

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



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Amnesiac

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



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Sweetheart

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



Damsel

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



Klutz

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



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



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Godfather

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



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Marionette

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

DEMON



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

The Garden Path — by Ekin

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poppy Grower
- 5  Lunatic
- 6  King
- 7  Marionette
- 8  Godfather
- 9  Mezepheles
- 10  Pixie
- 11  Huntsman
- 12  Damsel
- 13  Amnesiac
- 14  Clockmaker
- 15  Noble
- 16  Balloonist
- 17  Chambermaid
- 18  Dawn

FABLED, JINXES & LORIC

-  **Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.
-  **Marionette & Huntsman**
If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.
-  **Scarlet Woman & Al-Hadikhia**
If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman becomes the Scarlet Woman again.

FABLED

-  **Spirit of Ivory**
There can't be more than 1 extra evil player.
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Mezepheles
- 4  Scarlet Woman
- 5  Lunatic
- 6  Al-Hadikhia
- 7  Godfather
- 8  Sweetheart
- 9  Choirboy
- 10  Huntsman
- 11  Damsel
- 12  Amnesiac
- 13  Farmer
- 14  Oracle
- 15  Balloonist
- 16  King
- 17  Chambermaid
- 18  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

The Garden Path — by Ekin

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		Poppy Grower Do not inform the Demon/Minions who each other are
5		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
6		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
7		Marionette 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.
8		Godfather Show each of the Outsider tokens in play.
9		Mezepheles Show the Mezepheles their secret word.
10		Pixie Show the Pixie 1 in-play Townsfolk character token.
11		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.
12		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
13		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
15		Noble Point to 3 players including one evil player, in no particular order.
16		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
17		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.
18		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

The Garden Path — by Ekin

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
4		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
5		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
6		Al-Hadikhia The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
7		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
8		Sweetheart Choose a player that is drunk.
9		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
10		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.
11		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
12		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13		Farmer 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.
14		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
15		Balloonist 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.
16		King If there are more dead than living, show the King a character token of a living player.
17		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.
18		Dawn Wait for a few seconds. End the Night Phase.