

TOWNSFOLK



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Slayer

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



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Alchemist

You have a not-in-play Minion ability.



Amnesiac

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

OUTSIDER



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



Lunatic

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



Recluse

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

MINION



Fearmonger

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



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

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FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **Lunatic**
- 6  **Fearmonger**
- 7  **Amnesiac**
- 8  **Dreamer**
- 9  **General**
- 10  **Dawn**

FABLED, JINXES & LORIC

-  **Alchemist & Boffin**
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.
- 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.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Fearmonger**
- 3  **Lunatic**
- 4  **Vigormortis**
- 5  **Amnesiac**
- 6  **Dreamer**
- 7  **General**
- 8  **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		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		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.
7		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
8		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
9		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
10		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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- 1  **Dusk**
| Start the Night Phase.
- 2  **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.
- 3  **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.
- 4  **Vigormortis**
| The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
- 5  **Amnesiac**
| If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
- 6  **Dreamer**
| The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
- 7  **General**
| Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
- 8  **Dawn**
| Wait for a few seconds. End the Night Phase.