

## TOWNSFOLK



### Librarian

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



### Knight

You start knowing 2 players that are not the Demon.



### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



### Dreamer

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



### 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.



### Flowergirl

Each night\*, you learn if a Demon voted today.



### Gambler

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



### Exorcist

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



### Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



### Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



### Fool

The first time you die, you don't.



### Tea Lady

If both your alive neighbours are good, they can't die.



### Cannibal

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

## OUTSIDER



### Plague Doctor

When you die, the Storyteller gains a Minion ability.



### Recluse

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



### Drunk

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



### Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

## 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.



### Devil's Advocate

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



### Scarlet Woman

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



### Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

## 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.



### Fang Gu

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

# Quick Reference

Escape Doctor — by PP

## FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Poisoner**
- 5  **Godfather**
- 6  **Devil's Advocate**
- 7  **Pukka**
- 8  **Librarian**
- 9  **Fortune Teller**
- 10  **Grandmother**
- 11  **Dreamer**
- 12  **Seamstress**
- 13  **Dawn**

## FABLED, JINXES & LORIC



### Plague Doctor & Scarlet Woman

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



### Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

## FABLED



### Djinn

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

## RECOMMENDED TRAVELLERS



### Scapegoat

If a player of your alignment is executed, you might be executed instead.



### Judge

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



### Voudon

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.



### Thief

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



### Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

## OTHER NIGHTS

- 1  **Dusk**
- 2  **Poisoner**
- 3  **Gambler**
- 4  **Devil's Advocate**
- 5  **Scarlet Woman**
- 6  **Exorcist**
- 7  **Imp**
- 8  **Pukka**
- 9  **Fang Gu**
- 10  **Godfather**
- 11  **Gossip**
- 12  **Barber**
- 13  **Grandmother**
- 14  **Fortune Teller**
- 15  **Dreamer**
- 16  **Flowergirl**
- 17  **Seamstress**
- 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

Escape Doctor — by PP

|    |                                                                                     |                                                                                                                                                                                                           |
|----|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                            |
| 5  |    | <b>Godfather</b><br>  Show each of the Outsider tokens in play.                                                                                                                                           |
| 6  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player. That player survives execution tomorrow.                                                                                     |
| 7  |    | <b>Pukka</b><br>  The Pukka points to a player. That player is poisoned.                                                                                                                                  |
| 8  |    | <b>Librarian</b><br>  Show the character token of an Outsider in play. Point to two players, one of which is that character.                                                                              |
| 9  |    | <b>Fortune Teller</b><br>  The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.                                              |
| 10 |   | <b>Grandmother</b><br>  Show the marked character token. Point to the marked player.                                                                                                                      |
| 11 |  | <b>Dreamer</b><br>  The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.                                                                                      |
| 12 |  | <b>Seamstress</b><br>  The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.   |
| 13 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                             |

# Other Nights

Escape Doctor — by PP

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                                                                         |
| 2  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                            |
| 3  |    | <b>Gambler</b><br>  The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.                                                                                                                                                                                                                                                             |
| 4  |    | <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.                                                                                                                                                                                                                        |
| 5  |    | <b>Scarlet Woman</b><br>  If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.                                                                                                                                                                                                                                                           |
| 6  |    | <b>Exorcist</b><br>  The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.                                                                                                                                                           |
| 7  |    | <b>Imp</b><br>  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.                                                                                                                                                                         |
| 8  |    | <b>Pukka</b><br>  The Pukka points to a player. That player is poisoned. The previously poisoned player dies.                                                                                                                                                                                                                                                                   |
| 9  |    | <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. |
| 10 |   | <b>Godfather</b><br>  If an Outsider died today: The Godfather points to a player. That player dies.                                                                                                                                                                                                                                                                            |
| 11 |  | <b>Gossip</b><br>  If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.                                                                                                                                                                                                                                               |
| 12 |  | <b>Barber</b><br>  If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.                                                             |
| 13 |  | <b>Grandmother</b><br>  If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.                                                                                                                                                                                                                                                                  |
| 14 |  | <b>Fortune Teller</b><br>  The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.                                                                                                                                                                                                                |
| 15 |  | <b>Dreamer</b><br>  The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.                                                                                                                                                                                                                                                            |
| 16 |  | <b>Flowergirl</b><br>  Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).                                                                                                                                                                                                                       |
| 17 |  | <b>Seamstress</b><br>  If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.                                                                                                                       |
| 18 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |