

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Librarian

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



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



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.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Gossip

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



Nightwatchman

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



Fool

The first time you die, you don't.



Pacifist

Executed good players might not die.



Tea Lady

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



Farmer

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

OUTSIDER



Tinker

You might die at any time.



Sweetheart

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



Recluse

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



Lunatic

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

MINION



Devil's Advocate

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



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Marionette

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

DEMON



Pukka

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



Leech

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Vigormortis

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

Quick Reference

Execution Pending Approval v1.0.4 — by mistmurk

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Lunatic
- 5  Marionette
- 6  Leech
- 7  Devil's Advocate
- 8  Evil Twin
- 9  Pukka
- 10  Librarian
- 11  Chef
- 12  Empath
- 13  Balloonist
- 14  Bounty Hunter
- 15  Nightwatchman
- 16  Dawn

FABLED, JINXES & LORIC



Marionette & Balloonist

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

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Gambler
- 3  Monk
- 4  Devil's Advocate
- 5  Lunatic
- 6  Pukka
- 7  No Dashii
- 8  Vigormortis
- 9  Leech
- 10  Assassin
- 11  Gossip
- 12  Sweetheart
- 13  Farmer
- 14  Tinker
- 15  Empath
- 16  Balloonist
- 17  Bounty Hunter
- 18  Nightwatchman
- 19  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		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.
5		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.
6		Leech The Leech points to a player. Place the Poisoned reminder token.
7		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
9		Pukka The Pukka points to a player. That player is poisoned.
10		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
11		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
12		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13		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.
14		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
15		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.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
3		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
4		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
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		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
7		No Dashii The No Dashii points to a player. That player dies.
8		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.
9		Lleech The Lleech points to a player. That player dies.
10		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
11		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
12		Sweetheart Choose a player that is drunk.
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		Tinker The Tinker might die.
15		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
16		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.
17		Bounty Hunter If the known evil player has died, point to another evil player.
18		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.
19		Dawn Wait for a few seconds. End the Night Phase.