

TOWNSFOLK



Clockmaker

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



Knight

You start knowing 2 players that are not the Demon.



Gossip

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



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



King

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



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.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Flowergirl

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



Nightwatchman

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



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Choirboy

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



Fool

The first time you die, you don't.



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



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.



Lunatic

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



Moonchild

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

MINION



Godfather

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



Mezephales

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



Devil's Advocate

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



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.

DEMON



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

Holding Your Breath — by Mevolas Rubenido

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Lunatic
- 5  King
- 6  Poisoner
- 7  Godfather
- 8  Devil's Advocate
- 9  Mezepheles
- 10  Clockmaker
- 11  Balloonist
- 12  Nightwatchman
- 13  Cult Leader
- 14  D Dawn

FABLED, JINXES & LORIC

FABLED



Spirit of Ivory

There can't be more than 1 extra evil player.

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Innkeeper
- 4  Gambler
- 5  Devil's Advocate
- 6  Mezepheles
- 7  Lunatic
- 8  Po
- 9  Godfather
- 10  Gossip
- 11  Acrobat
- 12  Choirboy
- 13  Moonchild
- 14  Flowergirl
- 15  Balloonist
- 16  King
- 17  Nightwatchman
- 18  Cult Leader
- 19  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

Holding Your Breath — by Mevolas Rubenido

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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Godfather Show each of the Outsider tokens in play.
8		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
9		Mezepheles Show the Mezepheles their secret word.
10		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
11		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.
12		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.
13		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Holding Your Breath — by Mevolas Rubenido

1		Dusk Start the Night Phase.
2		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
6		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.
7		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.
8		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal, or points to a player. Chosen players die
9		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
10		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
11		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
12		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
13		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
14		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
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		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.
18		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
19		Dawn Wait for a few seconds. End the Night Phase.