

TOWNSFOLK



Pixie

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



Ballooning

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



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Cult Leader

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



Flowergirl

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



Town Crier

Each night*, you learn if a Minion nominated today.



Undertaker

Each night*, you learn which character died by execution today.



Amnesiac

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



Alchemist

You have a not-in-play Minion ability.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Poppy Grower

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



Minstrel

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



Mayor

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

OUTSIDER



Saint

If you die by execution, your team loses.



Drunk

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



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



Godfather

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



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Fearmonger

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



Goblin

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



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



Pukka

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



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

I Nominate... — by Aaron

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Alchemist
- 5  Poppy Grower
- 6  Lil' Monsta
- 7  Snake Charmer
- 8  Godfather
- 9  Witch
- 10  Fearmonger
- 11  Pukka
- 12  Pixie
- 13  Amnesiac
- 14  Balloonist
- 15  Cult Leader
- 16  D Dawn

FABLED, JINXES & LORIC



Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Snake Charmer
- 4  Witch
- 5  Fearmonger
- 6  Pukka
- 7  Vortex
- 8  Lil' Monsta
- 9  Godfather
- 10  Amnesiac
- 11  Undertaker
- 12  Flowergirl
- 13  Town Crier
- 14  Balloonist
- 15  Cult Leader
- 16  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

I Nominate... — by Aaron

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		Poppy Grower Do not inform the Demon/Minions who each other are
6		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
8		Godfather Show each of the Outsider tokens in play.
9		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
10		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.
11		Pukka The Pukka points to a player. That player is poisoned.
12		Pixie Show the Pixie 1 in-play Townsfolk character 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		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.
15		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

I Nominate... — by Aaron

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
4		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5		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.
6		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
7		Vortex The Vortex points to a player. That player dies.
8		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
9		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
10		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Undertaker If a player was executed today: Show that player's character token.
12		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
13		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
14		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.
15		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
16		Dawn Wait for a few seconds. End the Night Phase.