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.

Librarian

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

Gambler

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

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.

Undertaker

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

Snake Charmer

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

Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.

Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

Farmer

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

Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Alchemist

You have a not-in-play Minion ability.

Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

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

Drunk

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

Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

Lunatic

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

Politician

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

MINION

Goblin

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

Scarlet Woman

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

Baron

There are extra Outsiders in play. [+2 Outsiders]

Marionette

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

DEMON

Fang Gu

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

Vortox

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

Quick Reference

By zyz915

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Lunatic
7. Marionette
8. Courtier
9. Snake Charmer
10. Pixie
11. Librarian
12. Fortune Teller
13. Dawn

FABLED, JINXES & LORIC

Heretic & Baron

Only 1 jinxed character can be in play.

Cannibal & Juggler

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

Scarlet Woman & Fang Gu

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

Alchemist & Marionette

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Courtier
4. Gambler
5. Snake Charmer
6. Scarlet Woman
7. Lunatic
8. Fang Gu
9. Vortox
10. Farmer
11. Fortune Teller
12. Undertaker
13. Juggler
14. 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	D	**Dusk** Start the Night Phase.
2	M	**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	D	**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		**Philosopher** The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		**Alchemist** Show the Alchemist a not-in-play Minion token
6		**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.
7		**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.
8		**Courtier** The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
9		**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.
10		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
11		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
12		**Fortune Teller** The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
13	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

By zyz915

1 D **Dusk**
Start the Night Phase.

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

4 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

5 **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.

6 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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 **Fang Gu**
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.

9 **Vortox**
The Vortox points to a player. That player dies.

10 **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.

11 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

12 **Undertaker**
If a player was executed today: Show that player's character token.

13 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

14 D **Dawn**
Wait for a few seconds. End the Night Phase.