

TOWNSFOLK



Empath

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



Librarian

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



Fool

The first time you die, you don't.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Pacifist

Executed good players might not die.



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Seamstress

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



Pixie

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



Farmer

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



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they 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.

OUTSIDER



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.



Saint

If you die by execution, your team loses.



Mutant

If you are "mad" about being an Outsider, you might be executed.

MINION



Scarlet Woman

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



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Goblin

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



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



No Dashii

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



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.

Quick Reference

Life and death are fated — by Oyyko

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Sailor
- 5  Pukka
- 6  Pixie
- 7  Librarian
- 8  Empath
- 9  Fortune Teller
- 10  Seamstress
- 11  Noble
- 12  Spy
- 13  Mathematician
- 14  Dawn

FABLED, JINXES & LORIC



Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.



Scarlet Woman & Al-Hadikhia

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

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Scarlet Woman
- 4  Imp
- 5  Pukka
- 6  No Dashii
- 7  Al-Hadikhia
- 8  Farmer
- 9  Empath
- 10  Fortune Teller
- 11  Seamstress
- 12  Spy
- 13  Mathematician
- 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

Life and death are fated — by Oyyko

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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		Pukka The Pukka points to a player. That player is poisoned.
6		Pixie Show the Pixie 1 in-play Townsfolk character token.
7		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
8		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9		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.
10		Seamstress 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.
11		Noble Point to 3 players including one evil player, in no particular order.
12		Spy Show the Grimoire to the Spy for as long as they need.
13		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Life and death are fated — by Oyyko

- 1  **Dusk**
| Start the Night Phase.
- 2  **Sailor**
| The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
- 3  **Scarlet Woman**
| If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
- 4  **Imp**
| 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.
- 5  **Pukka**
| The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
- 6  **No Dashii**
| The No Dashii points to a player. That player dies.
- 7  **Al-Hadikhia**
| The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
- 8  **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.
- 9  **Empath**
| Show the finger signal (0, 1, 2) for the number of evil neighbours.
- 10  **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.
- 11  **Seamstress**
| 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.
- 12  **Spy**
| Show the Grimoire to the Spy for as long as they need.
- 13  **Mathematician**
| Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
- 14  **Dawn**
| Wait for a few seconds. End the Night Phase.