

## TOWNSFOLK



### Clockmaker

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



### Balloonist

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



### Sailor

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



### Empath

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



### Gambler

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



### Artist

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



### Engineer

Once per game, at night, choose which Minions or which Demon is in play.



### Nightwatchman

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



### Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



### Tea Lady

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



### Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



### Pacifist

Executed good players might not die.



### Fool

The first time you die, you don't.



### Acrobat

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

## OUTSIDER



### Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



### Recluse

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



### Saint

If you die by execution, your team loses.

## MINION



### Godfather

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



### Poisoner

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



### Devil's Advocate

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



### Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

## DEMON



### Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



### 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.



### Po

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



### Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

# Quick Reference

*Mortality is a Construct* — by Imzecorella

## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Sailor
- 5  Engineer
- 6  Lleech
- 7  Poisoner
- 8  Godfather
- 9  Devil's Advocate
- 10  Empath
- 11  Clockmaker
- 12  Balloonist
- 13  Nightwatchman
- 14  Dawn

## FABLED, JINXES & LORIC



### Lleech & Mastermind

If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.



### Legion & Engineer

If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.

## FABLED



### Djinn

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

## OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Engineer
- 4  Poisoner
- 5  Gambler
- 6  Devil's Advocate
- 7  Legion
- 8  Zombuul
- 9  Po
- 10  Lleech
- 11  Godfather
- 12  Acrobat
- 13  Ravenkeeper
- 14  Empath
- 15  Balloonist
- 16  Nightwatchman
- 17  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

*Mortality is a Construct — by Imzecorella*

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                         |
| 2  |    | <b>Minion Info</b><br>  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  |    | <b>Demon Info</b><br>  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  |    | <b>Sailor</b><br>  The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                                                                     |
| 5  |    | <b>Engineer</b><br>  The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens. |
| 6  |    | <b>Leech</b><br>  The Leech points to a player. Place the Poisoned reminder token.                                                                                                                                                                                                                              |
| 7  |    | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                  |
| 8  |    | <b>Godfather</b><br>  Show each of the Outsider tokens in play.                                                                                                                                                                                                                                                 |
| 9  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player. That player survives execution tomorrow.                                                                                                                                                                                           |
| 10 |   | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.                                                                                                                                                                                                      |
| 11 |  | <b>Clockmaker</b><br>  Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.                                                                                                                                                                                              |
| 12 |  | <b>Balloonist</b><br>  Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.                                                                                                                                                 |
| 13 |  | <b>Nightwatchman</b><br>  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.                                                                                                           |
| 14 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                   |

# Other Nights

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                   |
|----|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                           |
| 2  |    | <b>Sailor</b><br>  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  |    | <b>Engineer</b><br>  The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens. |
| 4  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                                                                              |
| 5  |    | <b>Gambler</b><br>  The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.                                                                                                                                                                                               |
| 6  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.                                                                                                                                                          |
| 7  |    | <b>Legion</b><br>  Choose a player, that player dies.                                                                                                                                                                                                                                                             |
| 8  |    | <b>Zombuul</b><br>  If no-one died during the day: The Zombuul points to a player. That player dies.                                                                                                                                                                                                              |
| 9  |    | <b>Po</b><br>  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                                                                                                                          |
| 10 |   | <b>Lleech</b><br>  The Lleech points to a player. That player dies.                                                                                                                                                                                                                                               |
| 11 |  | <b>Godfather</b><br>  If an Outsider died today: The Godfather points to a player. That player dies.                                                                                                                                                                                                              |
| 12 |  | <b>Acrobat</b><br>  If a good living neighbour is drunk or poisoned, the Acrobat player dies.                                                                                                                                                                                                                     |
| 13 |  | <b>Ravenkeeper</b><br>  If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.                                                                                                                                                                                  |
| 14 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil neighbours.                                                                                                                                                                                                                            |
| 15 |  | <b>Balloonist</b><br>  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 |  | <b>Nightwatchman</b><br>  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.                                                                                                             |
| 17 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                     |