

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.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Sailor

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



Balloonist

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



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Gambler

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



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Gossip

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



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Cannibal

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



Minstrel

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



Pacifist

Executed good players might not die.

OUTSIDER



Moonchild

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



Saint

If you die by execution, your team loses.



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Heretic

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

MINION



Poisoner

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



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Lil' Monsta

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



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Zombuul

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



Riot

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

Vermilion — by gmanthony

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Sailor**
- 5  **Lil' Monsta**
- 6  **Poisoner**
- 7  **Pixie**
- 8  **Damsel**
- 9  **Balloonist**
- 10  **Bounty Hunter**
- 11  **Chambermaid**
- 12  **Dawn**

FABLED, JINXES & LORIC



Vizier & Alsaahir

The Storyteller doesn't declare the Vizier is in play.



Lil' Monsta & Vizier

If the Vizier is babysitting Lil' Monsta, they die when executed.



Boffin & Heretic

The Demon cannot have the Heretic ability.

FABLED



Djinn

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

RECOMMENDED TRAVELLERS



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Butcher

Each day, after the 1st execution, you may nominate again.



Cacklejack

Each day, choose a player: a different player changes character tonight.



Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.



Voudon

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Sailor**
- 3  **Poisoner**
- 4  **Gambler**
- 5  **Lycanthrope**
- 6  **Zombuul**
- 7  **Shabaloth**
- 8  **Lil' Monsta**
- 9  **Gossip**
- 10  **Damsel**
- 11  **Moonchild**
- 12  **Balloonist**
- 13  **Bounty Hunter**
- 14  **Chambermaid**
- 15  **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

Vermilion — by gmanthony

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		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Pixie Show the Pixie 1 in-play Townsfolk character token.
8		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
9		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.
10		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
11		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Vermilion — by gmanthony

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		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
6		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
7		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
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		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
10		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
11		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
12		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.
13		Bounty Hunter If the known evil player has died, point to another evil player.
14		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
15		Dawn Wait for a few seconds. End the Night Phase.