

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Steward

You start knowing 1 good player.



Empath

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



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Artist

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

OUTSIDER



Klutz

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



Damsel

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

MINION



Harpy

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



Boomdandy

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

DEMON



Vortex

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



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

NO YOU — *by Larkspur*

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Damsel
- 5  Chef
- 6  Empath
- 7  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Exorcist
- 3  Zombuul
- 4  Vortex
- 5  Sage
- 6  Damsel
- 7  Empath
- 8  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

NO YOU — by Larkspur

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		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
5		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
6		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
7		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

NO YOU — by Larkspur

- 1  **Dusk**
| Start the Night Phase.
- 2  **Exorcist**
| The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
- 3  **Zombuul**
| If no-one died during the day: The Zombuul points to a player. That player dies.
- 4  **Vortex**
| The Vortex points to a player. That player dies.
- 5  **Sage**
| If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
- 6  **Damsel**
| If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
- 7  **Empath**
| Show the finger signal (0, 1, 2) for the number of evil neighbours.
- 8  **Dawn**
| Wait for a few seconds. End the Night Phase.