

## TOWNSFOLK



### Artist

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



### Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



### Fisherman

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



### Fool

The first time you die, you don't.



### Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



### Minstrel

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



### 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.



### Slayer

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



### Soldier

You are safe from the Demon.



### Tea Lady

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



### Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

## OUTSIDER



### Drunk

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



### Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



### 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.



### Mutant

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



### Politician

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



### Recluse

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

## MINION



### Baron

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



### Boomdandy

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



### Goblin

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



### Mastermind

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



### Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

## DEMON



### Riot



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

# Quick Reference

Silent Night — by Shaggyduck2006

## FABLED, JINXES & LORIC



### Riot & Soldier

If Riot nominates and executes the Soldier, good wins.



### Riot & Mayor

The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.



### Heretic & Baron

Only 1 jinxed character can be in play.



### Riot & Atheist

During a riot, if the Storyteller is nominated, players vote. If they are 'about to die', the game ends. If not, they nominate again.

## FABLED



### Djinn

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

## 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   |