

TOWNSFOLK



Noble

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



Sailor

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Flowergirl

Each night*, you learn if a Demon voted today.



Oracle

Each night*, you learn how many dead players are evil.



Undertaker

Each night*, you learn which character died by execution today.



Nightwatchman

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



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Fisherman

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



Virgin

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



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Mayor

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



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Acrobat

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

OUTSIDER



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Saint

If you die by execution, your team loses.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINION



Poisoner

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



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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.



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMON



Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

You Can Call Me Master — by Avery, Chlo, Ollie, Gerog, Jon

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Sailor
- 6  Leech
- 7  Poisoner
- 8  Widow
- 9  Courtier
- 10  Witch
- 11  Amnesiac
- 12  Butler
- 13  Dreamer
- 14  Noble
- 15  Nightwatchman
- 16  D Dawn

FABLED, JINXES & LORIC



Butler & Organ Grinder

If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Sailor
- 4  Poisoner
- 5  Courtier
- 6  Witch
- 7  Imp
- 8  Vigormortis
- 9  Leech
- 10  Acrobat
- 11  Barber
- 12  Amnesiac
- 13  Undertaker
- 14  Dreamer
- 15  Flowergirl
- 16  Oracle
- 17  Nightwatchman
- 18  Butler
- 19  D 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

You Can Call Me Master — by Avery, Chlo, Ollie, Gerog, Jon

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		Philosopher The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		Lleech The Lleech points to a player. Place the Poisoned reminder token.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
9		Courtier The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
10		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
11		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
12		Butler The Butler points to a player. Mark that player as 'Master'.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14		Noble Point to 3 players including one evil player, in no particular order.
15		Nightwatchman 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.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

You Can Call Me Master — by Avery, Chlo, Ollie, Gerog, Jon

1		Dusk Start the Night Phase.
2		Philosopher If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3		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.
4		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Courtier Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
6		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
7		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.
8		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
9		Lleech The Lleech points to a player. That player dies.
10		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
11		Barber If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
12		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13		Undertaker If a player was executed today: Show that player's character token.
14		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
15		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
16		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
17		Nightwatchman 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.
18		Butler The Butler points to a player. Mark that player as 'Master'.
19		Dawn Wait for a few seconds. End the Night Phase.