

TOWNSFOLK



Undertaker

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



Tea Lady

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



Soldier

You are safe from the Demon.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Sailor

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



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Investigator

You start knowing that 1 of 2 players is a particular Minion.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Fool

The first time you die, you don't.



Engineer

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



Alchemist

You have a not-in-play Minion ability.



Acrobat

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

OUTSIDER



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Tinker

You might die at any time.



Barber

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

MINION



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Goblin

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



Devil's Advocate

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



Baron

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

DEMON



Shabaloth

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



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

Russian Rule-ette — by Steven Pearson

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **Magician**
- 6  **Lunatic**
- 7  **Sailor**
- 8  **Marionette**
- 9  **Engineer**
- 10  **Preacher**
- 11  **Snake Charmer**
- 12  **Devil's Advocate**
- 13  **Mezepheles**
- 14  **Investigator**
- 15  **Grandmother**
- 16  **Dawn**

FABLED, JINXES & LORIC

-  **Alchemist & Marionette**
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.
-  **Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Sailor**
- 3  **Engineer**
- 4  **Preacher**
- 5  **Innkeeper**
- 6  **Snake Charmer**
- 7  **Devil's Advocate**
- 8  **Mezepheles**
- 9  **Lunatic**
- 10  **Shabaloth**
- 11  **Al-Hadikhia**
- 12  **Acrobat**
- 13  **Barber**
- 14  **Professor**
- 15  **Tinker**
- 16  **Grandmother**
- 17  **Undertaker**
- 18  **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

Russian Rule-ette — by Steven Pearson

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		Alchemist Show the Alchemist a not-in-play Minion token
5		Magician
6		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
7		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
8		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
9		Engineer 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.
10		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
11		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
12		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
13		Mezephheles Show the Mezephheles their secret word.
14		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
15		Grandmother Show the marked character token. Point to the marked player.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Russian Rule-ette — by Steven Pearson

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		Engineer 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		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
5		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
7		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
8		Mezephheles Wake the 1st good player that said the Mezephheles' secret word and show them the 'You are' card and the thumbs down evil signal.
9		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
10		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
11		Al-Hadikhia The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
12		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
13		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.
14		Professor If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
15		Tinker The Tinker might die.
16		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
17		Undertaker If a player was executed today: Show that player's character token.
18		Dawn Wait for a few seconds. End the Night Phase.