

TOWNSFOLK



Courtier

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



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Empath

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



Minstrel

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



Philosopher

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



Sailor

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



Snake Charmer

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



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.



Tea Lady

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



Innkeeper

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



Washerwoman

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

OUTSIDER



Lunatic

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



Drunk

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



Sweetheart

When you die, 1 player is drunk from now on.



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

MINION



Poisoner

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



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.

DEMON



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Vigormortis

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

Quick Reference

Booze & Behemoths — by Doctor K

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Lunatic
- 6  Sailor
- 7  Poisoner
- 8  Courtier
- 9  Snake Charmer
- 10  Godfather
- 11  Cerenovus
- 12  Pukka
- 13  Washerwoman
- 14  Librarian
- 15  Empath
- 16  Mathematician
- 17  Dawn

FABLED, JINXES & LORIC



Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.



Mathematician & Lunatic

The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

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  Innkeeper
- 7  Snake Charmer
- 8  Cerenovus
- 9  Lunatic
- 10  Pukka
- 11  Fang Gu
- 12  No Dashii
- 13  Vigormortis
- 14  Assassin
- 15  Godfather
- 16  Sweetheart
- 17  Empath
- 18  Mathematician
- 19  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

Booze & Behemoths — by Doctor K

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		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.
6		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		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.
9		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.
10		Godfather Show each of the Outsider tokens in play.
11		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
12		Pukka The Pukka points to a player. That player is poisoned.
13		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
14		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
15		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
16		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Booze & Behemoths — by Doctor K

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		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
7		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.
8		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
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		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
11		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
12		No Dashii The No Dashii points to a player. That player dies.
13		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.
14		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
15		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
16		Sweetheart Choose a player that is drunk.
17		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
18		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
19		Dawn Wait for a few seconds. End the Night Phase.