

TOWNSFOLK



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Investigator

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



Grandmother

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



Town Crier

Each night*, you learn if a Minion nominated today.



Innkeeper

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Undertaker

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



Farmer

If you die at night, an alive good player becomes a Farmer.



Sage

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



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Golem

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



Damsel

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



Snitch

Minions start knowing 3 not-in-play characters.

MINION



Baron

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



Devil's Advocate

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



Marionette

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



Poisoner

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



Mezepheles

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



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Assassin

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

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

How to Cause a Riot — by TheButterMage

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Snitch**
- 5  **King**
- 6  **Marionette**
- 7  **Poisoner**
- 8  **Devil's Advocate**
- 9  **Mezephheles**
- 10  **Damsel**
- 11  **Investigator**
- 12  **Grandmother**
- 13  **Clockmaker**
- 14  **Spy**
- 15  **Dawn**

FABLED, JINXES & LORIC

-  **Riot & Monk**
If Riot nominates and executes the Monk-protected player, good wins.
-  **Riot & Ravenkeeper**
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.
-  **Plague Doctor & Spy**
If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.
-  **Plague Doctor & Baron**
If the Storyteller would gain the Baron ability, up to two players become Outsiders.
-  **Riot & Grandmother**
If Riot is in play and the Grandchild dies by execution, evil wins.
-  **Riot & Innkeeper**
If Riot nominates and executes an Innkeeper-protected player, good wins.
-  **Riot & Sage**
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.
-  **Riot & Farmer**
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.
-  **Riot & King**
If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.
-  **Spy & Damsel**
If the Spy is (or has been) in play, the Damsel is poisoned.
-  **Plague Doctor & Marionette**
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poisoner**
- 3  **Innkeeper**
- 4  **Monk**
- 5  **Devil's Advocate**
- 6  **Mezephheles**
- 7  **Assassin**
- 8  **Sage**
- 9  **Choirboy**
- 10  **Damsel**
- 11  **Farmer**
- 12  **Grandmother**
- 13  **Ravenkeeper**
- 14  **Undertaker**
- 15  **Town Crier**
- 16  **King**
- 17  **Spy**
- 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

How to Cause a Riot — by TheButterMage

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		Snitch After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
5		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		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.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
9		Mezepheles Show the Mezepheles their secret word.
10		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
11		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
12		Grandmother Show the marked character token. Point to the marked player.
13		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
14		Spy Show the Grimoire to the Spy for as long as they need.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

How to Cause a Riot — by TheButterMage

1		Dusk Start the Night Phase.
2		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
5		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
6		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
7		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.
8		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
9		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
10		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
11		Farmer If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
12		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
13		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
14		Undertaker If a player was executed today: Show that player's character token.
15		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
16		King If there are more dead than living, show the King a character token of a living player.
17		Spy Show the Grimoire to the Spy for as long as they need.
18		Dawn Wait for a few seconds. End the Night Phase.