

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Noble

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



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Dreamer

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



King

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



Oracle

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



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Monk

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



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Choirboy

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



Minstrel

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



Fool

The first time you die, you don't.



Pacifist

Executed good players might not die.

OUTSIDER



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.



Saint

If you die by execution, your team loses.



Tinker

You might die at any time.

MINION



Devil's Advocate

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



Poisoner

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



Assassin

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



Al-Hadikhia

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



Fang Gu

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



Imp

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



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

This'll be the day that I die — by JaseTheAce

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  King
- 5  Poisoner
- 6  Devil's Advocate
- 7  Chef
- 8  Fortune Teller
- 9  Dreamer
- 10  Noble
- 11  D Dawn

FABLED, JINXES & LORIC



Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.



Scarlet Woman & Al-Hadikhia

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman becomes the Scarlet Woman again.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Gambler
- 4  Monk
- 5  Devil's Advocate
- 6  Scarlet Woman
- 7  Imp
- 8  Po
- 9  Fang Gu
- 10  Al-Hadikhia
- 11  Assassin
- 12  Gossip
- 13  Sweetheart
- 14  Choirboy
- 15  Tinker
- 16  Fortune Teller
- 17  Dreamer
- 18  Oracle
- 19  King
- 20  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

This'll be the day that I die — by JaseTheAce

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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5		Poisoner The Poisoner points to a player. That player is poisoned.
6		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
8		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
9		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		Noble Point to 3 players including one evil player, in no particular order.
11		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

This'll be the day that I die — by JaseTheAce

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		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
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		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
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		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal, or points to a player. Chosen players die
9		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.
10		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.
11		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.
12		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13		Sweetheart Choose a player that is drunk.
14		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
15		Tinker The Tinker might die.
16		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
17		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
18		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
19		King If there are more dead than living, show the King a character token of a living player.
20		Dawn Wait for a few seconds. End the Night Phase.