

TOWNSFOLK



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Grandmother

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



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Preacher

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



Gambler

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



Fisherman

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



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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.



Cannibal

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



Mayor

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



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Damsel

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



Drunk

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



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Saint

If you die by execution, your team loses.

MINION



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Mezepheles

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



Godfather

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



Poisoner

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



Goblin

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

DEMON



Fang Gu

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



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Pukka

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

Quick Reference

Tread Lightly — by Kyle Pacheco

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Poppy Grower
- 5  Preacher
- 6  Poisoner
- 7  Godfather
- 8  Evil Twin
- 9  Mezephheles
- 10  Pukka
- 11  Huntsman
- 12  Damsel
- 13  Grandmother
- 14  Balloonist
- 15  Bounty Hunter
- 16  D Dawn

FABLED, JINXES & LORIC



Legion & Preacher

If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Preacher
- 4  Poisoner
- 5  Gambler
- 6  Mezephheles
- 7  Legion
- 8  Pukka
- 9  Fang Gu
- 10  Vortex
- 11  Godfather
- 12  Sage
- 13  Huntsman
- 14  Damsel
- 15  Farmer
- 16  Grandmother
- 17  Balloonist
- 18  Bounty Hunter
- 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

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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		Poppy Grower Do not inform the Demon/Minions who each other are
5		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.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Godfather Show each of the Outsider tokens in play.
8		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
9		Mezepheles Show the Mezepheles their secret word.
10		Pukka The Pukka points to a player. That player is poisoned.
11		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
12		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
13		Grandmother Show the marked character token. Point to the marked player.
14		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
15		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		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.
4		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
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		Legion Choose a player, that player dies.
8		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
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		Vortox The Vortox points to a player. That player dies.
11		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
12		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
13		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
14		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
15		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.
16		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
17		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
18		Bounty Hunter If the known evil player has died, point to another evil player.
19		Dawn Wait for a few seconds. End the Night Phase.