

TOWNSFOLK



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Dreamer

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



Investigator

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



Philosopher

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



Clockmaker

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



Innkeeper

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



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.



Minstrel

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



Empath

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

OUTSIDER



Goon

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



Godfather

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



Cerenovus

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



Poisoner

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



Scarlet Woman

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

DEMON



Riot

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]



Shabaloth

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



Vigormortis

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



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Quick Reference

Brilliantly lit lights — by Wednesday

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Sailor
- 6  Lil' Monsta
- 7  Poisoner
- 8  Godfather
- 9  Cerenovus
- 10  Amnesiac
- 11  Investigator
- 12  Empath
- 13  Clockmaker
- 14  Dreamer
- 15  Chambermaid
- 16  D Dawn

FABLED, JINXES & LORIC

-   **Lil' Monsta & Scarlet Woman**
If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.
-   **Riot & Innkeeper**
If Riot nominates and executes an Innkeeper-protected player, good wins.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.
- RECOMMENDED TRAVELLERS**
-  **Apprentice**
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).
-  **Bishop**
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.
-  **Harlot**
Each night*, choose a living player: if they agree, you learn their character, but you both might die.
-  **Bone Collector**
Once per game, at night, choose a dead player: they regain their ability until dusk.
-  **Gangster**
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Sailor
- 4  Poisoner
- 5  Innkeeper
- 6  Cerenovus
- 7  Scarlet Woman
- 8  Lycanthrope
- 9  Shabaloth
- 10  Vigormortis
- 11  Lil' Monsta
- 12  Godfather
- 13  Professor
- 14  Amnesiac
- 15  Moonchild
- 16  Empath
- 17  Dreamer
- 18  Juggler
- 19  Chambermaid
- 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

Brilliantly lit lights — by Wednesday

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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		Godfather Show each of the Outsider tokens in play.
9		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.
10		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
12		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
14		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
15		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Brilliantly lit lights — by Wednesday

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		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6		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.
7		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
8		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
9		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
10		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.
11		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
12		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
13		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.
14		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
15		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
16		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
17		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
18		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
19		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
20		Dawn Wait for a few seconds. End the Night Phase.