

TOWNSFOLK



Chef

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



Investigator

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



Clockmaker

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



Chambermaid

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



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Dreamer

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



Oracle

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



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Soldier

You are safe from the Demon.



Sage

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



Tea Lady

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



Fool

The first time you die, you don't.

OUTSIDER



Drunk

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



Tinker

You might die at any time.



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Saint

If you die by execution, your team loses.

MINION



Poisoner

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



Devil's Advocate

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



Assassin

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



Wraith

You may choose to open your eyes at night. You wake when other evil players do.



Baron

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

DEMON



No Dashii

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



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

Simples — by Xannath

FIRST NIGHT

- 1  **D** Dusk
- 2  **M** Minion Info
- 3  **D** Demon Info
- 4  **P** Poisoner
- 5  **D** Devil's Advocate
- 6  **I** Investigator
- 7  **C** Chef
- 8  **C** Clockmaker
- 9  **D** Dreamer
- 10  **C** Chambermaid
- 11  **D** Dawn

FABLED, JINXES & LORIC

-  **Recluse & Sage**
The Recluse might register as the Demon to the Sage.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  **D** Dusk
- 2  **P** Poisoner
- 3  **D** Devil's Advocate
- 4  **I** Imp
- 5  **P** Po
- 6  **N** No Dashii
- 7  **A** Assassin
- 8  **S** Sage
- 9  **T** Tinker
- 10  **D** Dreamer
- 11  **O** Oracle
- 12  **C** Chambermaid
- 13  **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

Simples — by Xannath

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		Poisoner The Poisoner points to a player. That player is poisoned.
5		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
6		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
7		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
8		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
9		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		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.
11		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Simples — by Xannath

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		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4		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.
5		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
6		No Dashii The No Dashii points to a player. That player dies.
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		Tinker The Tinker might die.
10		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
12		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.
13		Dawn Wait for a few seconds. End the Night Phase.