

TOWNSFOLK



Slayer

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



Bounty Hunter

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



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Gambler

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



Innkeeper

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



Gossip

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



Nightwatchman

Once per game, at night, choose a player: they learn who you are.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Fool

The first time you die, you don't.



Farmer

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



Poppy Grower

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

OUTSIDER



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Mutant

If you are "mad" about being an Outsider, you might be executed.



Drunk

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



Goblin

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



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Vortex

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



Shabaloth

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



Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

Critical Hit — by Leafeon52

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Poppy Grower**
- 5  **Lunatic**
- 6  **Lleech**
- 7  **Snake Charmer**
- 8  **Bounty Hunter**
- 9  **Nightwatchman**
- 10  **Cult Leader**
- 11  **Dawn**

FABLED, JINXES & LORIC

-  **Lleech & Slayer**
If the Slayer slays the Lleech host, the host dies.
-  **Plague Doctor & Goblin**
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.
-  **Plague Doctor & Boomdandy**
If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.
-  **Heretic & Lleech**
Only 1 jinxed character can be in play.

FABLED

-  **Djinn**
Use the Djinn's special rule. All players know what it is.
-  **Sentinel**
There might be 1 extra or 1 fewer Outsider in play.

LORIC

-  **Storm Catcher**
Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poppy Grower**
- 3  **Innkeeper**
- 4  **Gambler**
- 5  **Snake Charmer**
- 6  **Lunatic**
- 7  **Shabaloth**
- 8  **Vortex**
- 9  **Lleech**
- 10  **Gossip**
- 11  **Farmer**
- 12  **Bounty Hunter**
- 13  **Nightwatchman**
- 14  **Cult Leader**
- 15  **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

Critical Hit — by Leafeon52

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		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
6		Lleech The Lleech points to a player. Place the Poisoned reminder token.
7		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
8		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.
9		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
10		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
11		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Critical Hit — by Leafeon52

- 1  **Dusk**
| Start the Night Phase.
- 2  **Poppy Grower**
| If the Poppy Grower has died, show the Minions/Demon who each other are.
- 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  **Gambler**
| The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
- 5  **Snake Charmer**
| The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
- 6  **Lunatic**
| Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
- 7  **Shabaloth**
| One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
- 8  **Vortex**
| The Vortex points to a player. That player dies.
- 9  **Lleech**
| The Lleech points to a player. That player dies.
- 10  **Gossip**
| If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
- 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  **Bounty Hunter**
| If the known evil player has died, point to another evil player.
- 13  **Nightwatchman**
| The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
- 14  **Cult Leader**
| If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
- 15  **Dawn**
| Wait for a few seconds. End the Night Phase.