

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Undertaker

Each night*, you learn which character died by execution today.



Chef

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



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Bounty Hunter

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



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Recluse

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

MINION



Goblin

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



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Pukka

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

Quick Reference

Rose Tinted Glasses v2 — by B3C4U5E, Cody, cb, DGonz, Mica

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Marionette**
- 5  **Pukka**
- 6  **Chef**
- 7  **Bounty Hunter**
- 8  **Dawn**

FABLED, JINXES & LORIC



Plague Doctor & Goblin

If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.



Plague Doctor & Marionette

If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

FABLED



Sentinel

There might be 1 extra or 1 fewer Outsider in play.



Spirit of Ivory

There can't be more than 1 extra evil player.



Djinn

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

OTHER NIGHTS

- 1  **Dusk**
- 2  **Pukka**
- 3  **Professor**
- 4  **Undertaker**
- 5  **Bounty Hunter**
- 6  **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		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
5		Pukka The Pukka points to a player. That player is poisoned.
6		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
7		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.
8		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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- 1  **Dusk**
| Start the Night Phase.
- 2  **Pukka**
| The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
- 3  **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.
- 4  **Undertaker**
| If a player was executed today: Show that player's character token.
- 5  **Bounty Hunter**
| If the known evil player has died, point to another evil player.
- 6  **Dawn**
| Wait for a few seconds. End the Night Phase.