

## TOWNSFOLK



### Town Crier

Each night\*, you learn if a Minion nominated today.



### Dreamer

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



### Innkeeper

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



### Clockmaker

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



### Oracle

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



### Empath

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



### Artist

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



### Slayer

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



### Virgin

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



### Juggler

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



### Mayor

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



### Fool

The first time you die, you don't.



### Huntsman

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



### Acrobat

Each night\*, if either good living neighbour is drunk or poisoned, you die.

## OUTSIDER



### Sweetheart

When you die, 1 player is drunk from now on.



### 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.

## MINION



### Mezephales

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.



### Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



### Poisoner

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

## 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.



### Lil' Monsta

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



### Po

Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

# Quick Reference

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## FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Lil' Monsta
- 5  Poisoner
- 6  Godfather
- 7  Mezepheles
- 8  Huntsman
- 9  Damsel
- 10  Empath
- 11  Clockmaker
- 12  Dreamer
- 13  Spy
- 14  D Dawn

## FABLED, JINXES & LORIC



### Spy & Damsel

If the Spy is (or has been) in play, the Damsel is poisoned.

### 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).



### Harlot

Each night\*, choose a living player: if they agree, you learn their character, but you both might die.



### Butcher

Each day, after the 1st execution, you may nominate again.



### Deviant

If you were funny today, you cannot die by exile.



### Gangster

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.



### Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

## OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Innkeeper
- 4  Mezepheles
- 5  Imp
- 6  Po
- 7  No Dashii
- 8  Lil' Monsta
- 9  Godfather
- 10  Acrobat
- 11  Sweetheart
- 12  Huntsman
- 13  Damsel
- 14  Empath
- 15  Dreamer
- 16  Town Crier
- 17  Oracle
- 18  Juggler
- 19  Spy
- 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

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|    |                                                                                     |                                                                                                                                                                                                           |
|----|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                   |
| 2  |    | <b>Minion Info</b><br>  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  |    | <b>Demon Info</b><br>  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  |    | <b>Lil' Monsta</b><br>  Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.                                                                                |
| 5  |    | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                            |
| 6  |    | <b>Godfather</b><br>  Show each of the Outsider tokens in play.                                                                                                                                           |
| 7  |    | <b>Mezepheles</b><br>  Show the Mezepheles their secret word.                                                                                                                                             |
| 8  |    | <b>Huntsman</b><br>  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.                 |
| 9  |    | <b>Damsel</b><br>  Wake all the Minions, show them the 'This character selected you' card and the Damsel token.                                                                                           |
| 10 |   | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.                                                                                                |
| 11 |  | <b>Clockmaker</b><br>  Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.                                                                                        |
| 12 |  | <b>Dreamer</b><br>  The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.                                                                                      |
| 13 |  | <b>Spy</b><br>  Show the Grimoire to the Spy for as long as they need.                                                                                                                                    |
| 14 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                             |

# Other Nights

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|    |                                                                                     |                                                                                                                                                                                                         |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                 |
| 2  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                    |
| 3  |    | <b>Innkeeper</b><br>  The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.                                    |
| 4  |    | <b>Mezepheles</b><br>  Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.                                                 |
| 5  |    | <b>Imp</b><br>  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. |
| 6  |    | <b>Po</b><br>  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                |
| 7  |    | <b>No Dashii</b><br>  The No Dashii points to a player. That player dies.                                                                                                                               |
| 8  |    | <b>Lil' Monsta</b><br>  Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.                                           |
| 9  |    | <b>Godfather</b><br>  If an Outsider died today: The Godfather points to a player. That player dies.                                                                                                    |
| 10 |   | <b>Acrobat</b><br>  If a good living neighbour is drunk or poisoned, the Acrobat player dies.                                                                                                           |
| 11 |  | <b>Sweetheart</b><br>  Choose a player that is drunk.                                                                                                                                                   |
| 12 |  | <b>Huntsman</b><br>  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.               |
| 13 |  | <b>Damsel</b><br>  If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.                                                                                 |
| 14 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil neighbours.                                                                                                                  |
| 15 |  | <b>Dreamer</b><br>  The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.                                                                                    |
| 16 |  | <b>Town Crier</b><br>  Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).                                  |
| 17 |  | <b>Oracle</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.                                                                                                            |
| 18 |  | <b>Juggler</b><br>  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 |  | <b>Spy</b><br>  Show the Grimoire to the Spy for as long as they need.                                                                                                                                  |
| 20 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                           |