

TOWNSFOLK



Chef

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



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Fool

The first time you die, you don't.



Innkeeper

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Pacifist

Executed good players might not die.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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.



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Acrobat

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

OUTSIDER



Saint

If you die by execution, your team loses.



Drunk

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



Sweetheart

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

MINION



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Godfather

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



Poisoner

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



Spy

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

DEMON



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

A Crap Christmas Party — by Daz

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  King
- 5  Preacher
- 6  Poisoner
- 7  Courtier
- 8  Godfather
- 9  Evil Twin
- 10  Chef
- 11  Grandmother
- 12  Spy
- 13  D Dawn

FABLED, JINXES & LORIC

FABLED



Angel

Something bad might happen to whoever is most responsible for the death of a new player.



Doomsayer

If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.

OTHER NIGHTS

- 1  Dusk
- 2  Preacher
- 3  Poisoner
- 4  Courtier
- 5  Innkeeper
- 6  Monk
- 7  Imp
- 8  Godfather
- 9  Acrobat
- 10  Sweetheart
- 11  Choirboy
- 12  Grandmother
- 13  Juggler
- 14  King
- 15  Spy
- 16  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

A Crap Christmas Party — by Daz

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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Courtier The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
8		Godfather Show each of the Outsider tokens in play.
9		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
10		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
11		Grandmother Show the marked character token. Point to the marked player.
12		Spy Show the Grimoire to the Spy for as long as they need.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

A Crap Christmas Party — by Daz

1		Dusk Start the Night Phase.
2		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
3		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Courtier Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
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		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
7		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.
8		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
9		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
10		Sweetheart Choose a player that is drunk.
11		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
12		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
13		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.
14		King If there are more dead than living, show the King a character token of a living player.
15		Spy Show the Grimoire to the Spy for as long as they need.
16		Dawn Wait for a few seconds. End the Night Phase.