

TOWNSFOLK



Investigator

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



Empath

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



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Gambler

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



Gossip

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



Courtier

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



Clockmaker

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



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Preacher

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



Farmer

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



High Priestess

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



Knight

You start knowing 2 players that are not the Demon.



Bounty Hunter

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



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

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.



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



Baron

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



Goblin

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



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Vizier

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

DEMON



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Vortex

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



Lil' Monsta

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

Quick Reference

Run rampant for a time — by IE

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Preacher
- 5  Lil' Monsta
- 6  Courtier
- 7  Investigator
- 8  Empath
- 9  Clockmaker
- 10  Seamstress
- 11  Bounty Hunter
- 12  General
- 13  D Dawn

FABLED, JINXES & LORIC

-  **Lil' Monsta & Vizier**
If the Vizier is babysitting Lil' Monsta, they die when executed.
-  **Vizier & Investigator**
The Storyteller doesn't declare the Vizier is in play.
-  **Plague Doctor & Baron**
If the Storyteller would gain the Baron ability, up to two players become Outsiders.
-  **Vizier & Courtier**
If the Vizier loses their ability, they learn this, and cannot die during the day.
-  **Vizier & Preacher**
If the Vizier loses their ability, they learn this, and cannot die during the day.
-  **Plague Doctor & Goblin**
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

FABLED

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

RECOMMENDED TRAVELLERS

-  **Apprentice**
On your 1st night, you gain a Townfolk ability (if good), or a Minion ability (if evil).
-  **Bone Collector**
Once per game, at night, choose a dead player: they regain their ability until dusk.
-  **Harlot**
Each night*, choose a living player: if they agree, you learn their character, but you both might die.
-  **Gangster**
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.
-  **Gunslinger**
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

OTHER NIGHTS

- 1  Dusk
- 2  Preacher
- 3  Courtier
- 4  Gambler
- 5  Pit-Hag
- 6  Exorcist
- 7  Vortex
- 8  Vigormortis
- 9  Lil' Monsta
- 10  Gossip
- 11  Farmer
- 12  Tinker
- 13  Empath
- 14  Seamstress
- 15  Bounty Hunter
- 16  General
- 17  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

Run rampant for a time — by IE

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		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.
5		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6		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.
7		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
8		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
10		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
11		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.
12		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Run rampant for a time — by IE

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		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.
4		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
6		Exorcist The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
7		Vortex The Vortex points to a player. That player dies.
8		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
9		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose 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		Tinker The Tinker might die.
13		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
14		Seamstress If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
15		Bounty Hunter If the known evil player has died, point to another evil player.
16		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
17		Dawn Wait for a few seconds. End the Night Phase.