

TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Investigator

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



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Empath

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



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Flowergirl

Each night*, you learn if a Demon voted today.



Oracle

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



Acrobat

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



Exorcist

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



Slayer

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



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Pacifist

Executed good players might not die.

OUTSIDER



Drunk

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Mutant

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

MINION



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Goblin

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Imp

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



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Leech

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

Shoot the Runner — by Sinilintu7

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Lleech**
- 5  **Devil's Advocate**
- 6  **Librarian**
- 7  **Investigator**
- 8  **Empath**
- 9  **Fortune Teller**
- 10  **Noble**
- 11  **Balloonist**
- 12  **Dawn**

FABLED, JINXES & LORIC

-  **Lleech & Slayer**
If the Slayer slays the Lleech host, the host dies.
-  **Boffin & Drunk**
The Demon cannot have the Drunk ability.
-  **Plague Doctor & Scarlet Woman**
If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.
-  **Scarlet Woman & Fang Gu**
If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.
-  **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**
-  **Thief**
Each night, choose a player (not yourself): their vote counts negatively tomorrow.
-  **Gunslinger**
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.
-  **Bone Collector**
Once per game, at night, choose a dead player: they regain their ability until dusk.
-  **Apprentice**
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).
-  **Scapegoat**
If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Devil's Advocate**
- 3  **Scarlet Woman**
- 4  **Exorcist**
- 5  **Imp**
- 6  **Fang Gu**
- 7  **Lleech**
- 8  **Acrobat**
- 9  **Sage**
- 10  **Empath**
- 11  **Fortune Teller**
- 12  **Flowergirl**
- 13  **Oracle**
- 14  **Balloonist**
- 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

Shoot the Runner — by Sinilintu7

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		Lleech The Lleech points to a player. Place the Poisoned reminder token.
5		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
6		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
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		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
10		Noble Point to 3 players including one evil player, in no particular order.
11		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Shoot the Runner — by Sinilintu7

1		Dusk Start the Night Phase.
2		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
3		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
4		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.
5		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.
6		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
7		Lleech The Lleech points to a player. That player dies.
8		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
9		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
10		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
11		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
12		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
13		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
14		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
15		Dawn Wait for a few seconds. End the Night Phase.