

TOWNSFOLK



Steward

You start knowing 1 good player.



Clockmaker

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



Balloonist

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



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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.



Gossip

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



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Huntsman

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



Slayer

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



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.

OUTSIDER



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Zealot

If there are 5 or more players alive, you must vote for every nomination.



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION



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.



Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Goblin

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

DEMON



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Riot

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

All Quiet in the Town Square — by BlackGoat

FIRST NIGHT

- 1  **D** Dusk
- 2  **M** Minion Info
- 3  **D** Demon Info
- 4  **Philosopher**
- 5  **Poisoner**
- 6  **Snake Charmer**
- 7  **Godfather**
- 8  **Huntsman**
- 9  **Damsel**
- 10  **Fortune Teller**
- 11  **Clockmaker**
- 12  **Balloonist**
- 13  **Leviathan**
- 14  **D** Dawn

FABLED, JINXES & LORIC



Summoner & Clockmaker

The Summoner registers as the Demon to the Clockmaker.



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.

OTHER NIGHTS

- 1  **D** Dusk
- 2  **Philosopher**
- 3  **Poisoner**
- 4  **Snake Charmer**
- 5  **Al-Hadikhia**
- 6  **Godfather**
- 7  **Gossip**
- 8  **Huntsman**
- 9  **Damsel**
- 10  **Fortune Teller**
- 11  **Flowergirl**
- 12  **Balloonist**
- 13  **Leviathan**
- 14  **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

All Quiet in the Town Square — by BlackGoat

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		Philosopher The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		Poisoner The Poisoner points to a player. That player is poisoned.
6		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
7		Godfather Show each of the Outsider tokens in play.
8		Huntsman 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		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
10		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.
11		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
12		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.
13		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

All Quiet in the Town Square — by BlackGoat

1		Dusk Start the Night Phase.
2		Philosopher If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
5		Al-Hadikhia The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
6		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
7		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
8		Huntsman 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		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
10		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.
11		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
12		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.
13		Leviathan Change the Leviathan Day reminder for the next day.
14		Dawn Wait for a few seconds. End the Night Phase.