

TOWNSFOLK



Chef

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



Noble

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



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]



Dreamer

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



Town Crier

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Artist

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



Fisherman

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



Alchemist

You have a not-in-play Minion ability.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

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.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Hatter

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

MINION



Poisoner

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



Pit-Hag

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



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Boffin

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

DEMON



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Lil' Monsta

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



Imp

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



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

Quick Reference

Wizardmaxxing — by Hooch

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Alchemist
- 5  Engineer
- 6  Lil' Monsta
- 7  Poisoner
- 8  Pukka
- 9  Amnesiac
- 10  Chef
- 11  Dreamer
- 12  Noble
- 13  Balloonist
- 14  D Dawn

FABLED, JINXES & LORIC

-  **Pit-Hag & Village Idiot**
If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.
-  **Boffin & Village Idiot**
If there is a spare token, the Boffin can give the Demon the Village Idiot ability.
-  **Lil' Monsta & Hatter**
If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.
-  **Alchemist & Boffin**
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.
-  **Boffin & Drunk**
The Demon cannot have the Drunk ability.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.
- RECOMMENDED TRAVELLERS**
-  **Cacklejack**
Each day, choose a player: a different player changes character tonight.
-  **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).

OTHER NIGHTS

- 1  Dusk
- 2  Engineer
- 3  Poisoner
- 4  Pit-Hag
- 5  Imp
- 6  Pukka
- 7  Lil' Monsta
- 8  Barber
- 9  Amnesiac
- 10  Dreamer
- 11  Town Crier
- 12  Balloonist
- 13  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

Wizardmaxxing — by Hooch

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		Alchemist Show the Alchemist a not-in-play Minion token
5		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
6		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		Pukka The Pukka points to a player. That player is poisoned.
9		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
11		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12		Noble Point to 3 players including one evil player, in no particular order.
13		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.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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- 1  **Dusk**
| Start the Night Phase.
- 2  **Engineer**
| The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
- 3  **Poisoner**
| The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
- 4  **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.
- 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  **Pukka**
| The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
- 7  **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.
- 8  **Barber**
| If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
- 9  **Amnesiac**
| If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
- 10  **Dreamer**
| The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
- 11  **Town Crier**
| Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', 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  **Dawn**
| Wait for a few seconds. End the Night Phase.