

## TOWNSFOLK



### Clockmaker

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



### High Priestess

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



### General

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



### Village Idiot

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



### Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



### Flowergirl

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



### Oracle

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



### Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



### Slayer

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



### Fool

The first time you die, you don't.



### Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



### Pacifist

Executed good players might not die.



### Atheist

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



### Undertaker

Each night\*, you learn which character died by execution today.

## OUTSIDER



### Drunk

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



### Saint

If you die by execution, your team loses.



### Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



### Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

## MINION



### Devil's Advocate

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



### Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



### 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.



### Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



### Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

## DEMON



### Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



### Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



### Lleech

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

duck trial — by Ewan Stamp

## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Lleech
- 5  Devil's Advocate
- 6  Evil Twin
- 7  Witch
- 8  Clockmaker
- 9  Cult Leader
- 10  General
- 11  Dawn

## FABLED, JINXES & LORIC

-  **Lleech & Slayer**  
If the Slayer slays the Lleech host, the host dies.
-  **Legion & Politician**  
The Politician might register as evil to Legion.
- FABLED**
  -  **Djinn**  
Use the Djinn's special rule. All players know what it is.

## OTHER NIGHTS

- 1  Dusk
- 2  Devil's Advocate
- 3  Witch
- 4  Legion
- 5  Lleech
- 6  Undertaker
- 7  Flowergirl
- 8  Oracle
- 9  Cult Leader
- 10  General
- 11  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

duck trial — by Ewan Stamp

|    |                                                                                     |                                                                                                                                                                                                                                                        |
|----|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                |
| 2  |    | <b>Minion Info</b><br>  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  |    | <b>Demon Info</b><br>  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  |    | <b>Leech</b><br>  The Leech points to a player. Place the Poisoned reminder token.                                                                                                                                                                     |
| 5  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player. That player survives execution tomorrow.                                                                                                                                  |
| 6  |    | <b>Evil Twin</b><br>  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. |
| 7  |    | <b>Witch</b><br>  The Witch points to a player. If that player nominates tomorrow they die immediately.                                                                                                                                                |
| 8  |    | <b>Clockmaker</b><br>  Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.                                                                                                                                     |
| 9  |    | <b>Cult Leader</b><br>  If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.                                                                                                          |
| 10 |   | <b>General</b><br>  Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.                                                                                                                        |
| 11 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                          |

# Other Nights

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|    |                                                                                     |                                                                                                                                                           |
|----|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                   |
| 2  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.  |
| 3  |    | <b>Witch</b><br>  If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.             |
| 4  |    | <b>Legion</b><br>  Choose a player, that player dies.                                                                                                     |
| 5  |    | <b>Lleech</b><br>  The Lleech points to a player. That player dies.                                                                                       |
| 6  |    | <b>Undertaker</b><br>  If a player was executed today: Show that player's character token.                                                                |
| 7  |    | <b>Flowergirl</b><br>  Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any). |
| 8  |    | <b>Oracle</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.                                                              |
| 9  |    | <b>Cult Leader</b><br>  If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.             |
| 10 |   | <b>General</b><br>  Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.                           |
| 11 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                             |