

TOWNSFOLK



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Bounty Hunter

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



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.



Cult Leader

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



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.



Alsaahir

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



Slayer

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



Alchemist

You have a not-in-play Minion ability.



Sage

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



Virgin

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



Atheist

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

OUTSIDER



Klutz

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Saint

If you die by execution, your team loses.



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.



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Goblin

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



Boondandy

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

DEMON



Yaggababble

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



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Riot

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

Quick Reference

The Short Game — by Romen

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **Snake Charmer**
- 6  **Godfather**
- 7  **Damsel**
- 8  **Fortune Teller**
- 9  **Grandmother**
- 10  **Bounty Hunter**
- 11  **Cult Leader**
- 12  **Dawn**

FABLED, JINXES & LORIC



Riot & Grandmother

If Riot is in play and the Grandchild dies by execution, evil wins.



Riot & Sage

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.



Riot & Atheist

During a riot, if the Storyteller is nominated, players vote. If they are 'about to die', the game ends. If not, they nominate again.

FABLED



Djinn

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

OTHER NIGHTS

- 1  **Dusk**
- 2  **Gambler**
- 3  **Snake Charmer**
- 4  **Shabalothe**
- 5  **Po**
- 6  **Assassin**
- 7  **Godfather**
- 8  **Gossip**
- 9  **Sage**
- 10  **Damsel**
- 11  **Moonchild**
- 12  **Grandmother**
- 13  **Fortune Teller**
- 14  **Bounty Hunter**
- 15  **Cult Leader**
- 16  **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

The Short Game — by Romen

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		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.
6		Godfather Show each of the Outsider tokens in play.
7		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
8		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.
9		Grandmother Show the marked character token. Point to the marked player.
10		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.
11		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

The Short Game — by Romen

1		Dusk Start the Night Phase.
2		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
3		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.
4		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
5		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal, or points to a player. Chosen players die
6		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
7		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
8		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
9		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
10		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
11		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
12		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
13		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.
14		Bounty Hunter If the known evil player has died, point to another evil player.
15		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
16		Dawn Wait for a few seconds. End the Night Phase.