

TOWNSFOLK


Steward

You start knowing 1 good player.


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.


Investigator

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


Washerwoman

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


Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.


Bounty Hunter

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


Oracle

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


Undertaker

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


Alsaahir

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

OUTSIDER


Recluse

You might register as evil & as a Minion or Demon, even if dead.


Klutz

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


Saint

If you die by execution, your team loses.


Politician

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

MINION


Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.


Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.


Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.


Xaan

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

DEMON


Lil' Monsta

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


Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.


Kazali

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


Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

overoptimized — by max

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Lil' Monsta
- 5  Widow
- 6  Washerwoman
- 7  Investigator
- 8  Chef
- 9  Dreamer
- 10  Noble
- 11  Balloonist
- 12  Bounty Hunter
- 13  Spy
- 14  Dawn

FABLED, JINXES & LORIC



Bounty Hunter & Kazali

If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Vigormortis
- 3  Lil' Monsta
- 4  Undertaker
- 5  Dreamer
- 6  Oracle
- 7  Balloonist
- 8  Bounty Hunter
- 9  Spy
- 10  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

overoptimized — by max

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		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
5		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
6		Washerwoman Show the character token of a Townsfolk 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		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
9		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
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		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.
13		Spy Show the Grimoire to the Spy for as long as they need.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

overoptimized — by max

1		Dusk Start the Night Phase.
2		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
3		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.
4		Undertaker If a player was executed today: Show that player's character token.
5		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
6		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
7		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.
8		Bounty Hunter If the known evil player has died, point to another evil player.
9		Spy Show the Grimoire to the Spy for as long as they need.
10		Dawn Wait for a few seconds. End the Night Phase.