

## TOWNSFOLK



### Noble

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



### Grandmother

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



### Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



### Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



### High Priestess

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



### Flowergirl

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



### Undertaker

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



### Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



### Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



### Nightwatchman

Once per game, at night, choose a player: they learn who you are.



### Artist

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



### Slayer

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



### Amnesiac

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

## OUTSIDER



### Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



### Sweetheart

When you die, 1 player is drunk from now on.



### Mutant

If you are "mad" about being an Outsider, you might be executed.



### Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## MINION



### Assassin

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



### Goblin

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



### Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



### Baron

There are extra Outsiders in play. [+2 Outsiders]

## DEMON



### No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



### Ojo

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

# Quick Reference

Ojo-No — by BlackGoat

## FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Pixie
- 5  ? Amnesiac
- 6  Librarian
- 7  Grandmother
- 8  Noble
- 9  Nightwatchman
- 10  D Dawn

## FABLED, JINXES & LORIC

### RECOMMENDED TRAVELLERS



#### Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



#### Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



#### Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.



#### Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

## OTHER NIGHTS

- 1  Dusk
- 2  Innkeeper
- 3  Gambler
- 4  Scarlet Woman
- 5  No Dashii
- 6  Assassin
- 7  Sweetheart
- 8  ? Amnesiac
- 9  Grandmother
- 10  Undertaker
- 11  Flowergirl
- 12  Nightwatchman
- 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

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|    |                                                                                    |                                                                                                                                                                                                           |
|----|------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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>Pixie</b><br>  Show the Pixie 1 in-play Townsfolk character token.                                                                                                                                     |
| 5  |   | <b>Amnesiac</b><br>  Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                |
| 6  |   | <b>Librarian</b><br>  Show the character token of an Outsider in play. Point to two players, one of which is that character.                                                                              |
| 7  |   | <b>Grandmother</b><br>  Show the marked character token. Point to the marked player.                                                                                                                      |
| 8  |   | <b>Noble</b><br>  Point to 3 players including one evil player, in no particular order.                                                                                                                   |
| 9  |   | <b>Nightwatchman</b><br>  The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.     |
| 10 |  | <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>Innkeeper</b><br>  The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.                                  |
| 3  |    | <b>Gambler</b><br>  The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.                                                                                   |
| 4  |    | <b>Scarlet Woman</b><br>  If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.                                                                                 |
| 5  |    | <b>No Dashii</b><br>  The No Dashii points to a player. That player dies.                                                                                                                             |
| 6  |    | <b>Assassin</b><br>  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  |    | <b>Sweetheart</b><br>  Choose a player that is drunk.                                                                                                                                                 |
| 8  |    | <b>Amnesiac</b><br>  If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                  |
| 9  |    | <b>Grandmother</b><br>  If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.                                                                                        |
| 10 |   | <b>Undertaker</b><br>  If a player was executed today: Show that player's character token.                                                                                                            |
| 11 |  | <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).                                             |
| 12 |  | <b>Nightwatchman</b><br>  The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player. |
| 13 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                         |