

TOWNSFOLK



Washerwoman

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



Clockmaker

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



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



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.



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Undertaker

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



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Slayer

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



Innkeeper

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



Soldier

You are safe from the Demon.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



Drunk

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



Recluse

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

MINION



Poisoner

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



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Scarlet Woman

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



Assassin

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

DEMON



Imp

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



Pukka

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



Po

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



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

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FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Magician
- 5  Lunatic
- 6  Preacher
- 7  Poisoner
- 8  Godfather
- 9  Pukka
- 10  Washerwoman
- 11  Empath
- 12  Fortune Teller
- 13  Clockmaker
- 14  Balloonist
- 15  Chambermaid
- 16  D Dawn

FABLED, JINXES & LORIC



Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Preacher
- 3  Poisoner
- 4  Innkeeper
- 5  Scarlet Woman
- 6  Lunatic
- 7  Imp
- 8  Pukka
- 9  Po
- 10  Fang Gu
- 11  Assassin
- 12  Godfather
- 13  Ravenkeeper
- 14  Empath
- 15  Fortune Teller
- 16  Undertaker
- 17  Balloonist
- 18  Chambermaid
- 19  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		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		Magician
5		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
6		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		Godfather Show each of the Outsider tokens in play.
9		Pukka The Pukka points to a player. That player is poisoned.
10		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
11		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		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.
13		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
14		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.
15		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
3		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
6		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
7		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.
8		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9		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
10		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
11		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.
12		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
13		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
14		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
15		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.
16		Undertaker If a player was executed today: Show that player's character token.
17		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.
18		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
19		Dawn Wait for a few seconds. End the Night Phase.