

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Empath

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Balloonist

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



Noble

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



Chef

You start knowing how many pairs of evil players there are.



Tea Lady

If both your alive neighbours are good, they can't die.



Innkeeper

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



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Artist

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



Ravenkeeper

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

OUTSIDER



Drunk

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



Goon

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



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.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINION



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Devil's Advocate

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



Godfather

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

DEMON



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.



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



No Dashii

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



Vigormortis

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

Quick Reference

⇒ N1U2099

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Philosopher**
- 5  **Sailor**
- 6  **Leech**
- 7  **Widow**
- 8  **Godfather**
- 9  **Devil's Advocate**
- 10  **Chef**
- 11  **Empath**
- 12  **Dreamer**
- 13  **Seamstress**
- 14  **Noble**
- 15  **Balloonist**
- 16  **Dawn**

FABLED, JINXES & LORIC

 **Pit-Hag & Goon**
If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

FABLED

 **Fibbin**
Once per game, 1 good player might get incorrect information.

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

RECOMMENDED TRAVELLERS

 **Harlot**
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

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

 **Gunslinger**
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Philosopher**
- 3  **Sailor**
- 4  **Innkeeper**
- 5  **Devil's Advocate**
- 6  **Pit-Hag**
- 7  **No Dashii**
- 8  **Vortex**
- 9  **Vigormortis**
- 10  **Leech**
- 11  **Godfather**
- 12  **Barber**
- 13  **Ravenkeeper**
- 14  **Empath**
- 15  **Dreamer**
- 16  **Seamstress**
- 17  **Balloonist**
- 18  **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		Philosopher The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		Lleech The Lleech points to a player. Place the Poisoned reminder token.
7		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.
8		Godfather Show each of the Outsider tokens in play.
9		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
10		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
11		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
14		Noble Point to 3 players including one evil player, in no particular order.
15		Ballooning Choose a character type. Point to a player whose character is of that type. Place the Ballooning's Seen reminder next to that character.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

⇒ ~~NU~~ 2099

1		Dusk Start the Night Phase.
2		Philosopher If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
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		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
6		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
7		No Dashii The No Dashii points to a player. That player dies.
8		Vortex The Vortex points to a player. That player dies.
9		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.
10		Lleech The Lleech points to a player. That player dies.
11		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
12		Barber If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
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		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
16		Seamstress If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
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		Dawn Wait for a few seconds. End the Night Phase.