

TOWNSFOLK



Bounty Hunter

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



Clockmaker

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



Cult Leader

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



Pixie

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



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Town Crier

Each night*, you learn if a Minion nominated today.



Artist

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



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Alchemist

You have a not-in-play Minion ability.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Fool

The first time you die, you don't.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Soldier

You are safe from the Demon.



Tea Lady

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

OUTSIDER



Barber

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



Drunk

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



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Politician

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

MINION



Devil's Advocate

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



Goblin

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



Poisoner

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



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMON



Riot

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



Vortex

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

Quick Reference

Fillibust a Move! 2.0 — by Pyle

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **King**
- 6  **Poisoner**
- 7  **Courtier**
- 8  **Devil's Advocate**
- 9  **Pixie**
- 10  **Clockmaker**
- 11  **Bounty Hunter**
- 12  **Cult Leader**
- 13  **Dawn**

FABLED, JINXES & LORIC

-  **Riot & Soldier**
If Riot nominates and executes the Soldier, good wins.
-  **Riot & Mayor**
The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.
-  **Riot & King**
If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poisoner**
- 3  **Courtier**
- 4  **Devil's Advocate**
- 5  **Vortex**
- 6  **Barber**
- 7  **Choirboy**
- 8  **Town Crier**
- 9  **King**
- 10  **Bounty Hunter**
- 11  **Cult Leader**
- 12  **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

Fillibust a Move! 2.0 — by Pyle

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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Courtier The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
8		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
9		Pixie Show the Pixie 1 in-play Townsfolk character token.
10		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
11		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.
12		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Fillibust a Move! 2.0 — by Pyle

1		Dusk Start the Night Phase.
2		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		Courtier Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
4		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5		Vortex The Vortex points to a player. That player dies.
6		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.
7		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
8		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
9		King If there are more dead than living, show the King a character token of a living player.
10		Bounty Hunter If the known evil player has died, point to another evil player.
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.