

TOWNSFOLK



Librarian

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



Clockmaker

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



Noble

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



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Dreamer

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



Preacher

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



Balloonist

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



Sailor

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



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Artist

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



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Sweetheart

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



Recluse

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



Tinker

You might die at any time.

MINION



Godfather

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



Poisoner

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



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



Imp

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



Vortex

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



Pukka

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

Quick Reference

Indigo Sour Ale — by Mevolas Rubenido

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Sailor
- 5  Preacher
- 6  Poisoner
- 7  Godfather
- 8  Witch
- 9  Pukka
- 10  Librarian
- 11  Butler
- 12  Clockmaker
- 13  Dreamer
- 14  Noble
- 15  Balloonist
- 16  Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS



Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



Scapegoat

If a player of your alignment is executed, you might be executed instead.



Thief

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



Harlot

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

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Preacher
- 4  Poisoner
- 5  Witch
- 6  Lycanthrope
- 7  Imp
- 8  Pukka
- 9  Vortex
- 10  Godfather
- 11  Sweetheart
- 12  Tinker
- 13  Dreamer
- 14  Balloonist
- 15  Butler
- 16  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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		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.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Godfather Show each of the Outsider tokens in play.
8		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
9		Pukka The Pukka points to a player. That player is poisoned.
10		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
11		Butler The Butler points to a player. Mark that player as 'Master'.
12		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14		Noble Point to 3 players including one evil player, in no particular order.
15		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.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		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.
3		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.
4		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
6		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
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		Vortex The Vortex points to a player. That player dies.
10		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
11		Sweetheart Choose a player that is drunk.
12		Tinker The Tinker might die.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14		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.
15		Butler The Butler points to a player. Mark that player as 'Master'.
16		Dawn Wait for a few seconds. End the Night Phase.