

TOWNSFOLK



Alchemist

You have a not-in-play Minion ability.



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Steward

You start knowing 1 good player.



Pixie

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



Empath

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



Balloonist

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



Preacher

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



Cult Leader

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



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Innkeeper

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Washerwoman

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

OUTSIDER



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Goon

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



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Recluse

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

MINION



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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.

DEMON



Vigormortis

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



No Dashii

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

Quick Reference

Potion Explosion — by Rad

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **Poppy Grower**
- 6  **Preacher**
- 7  **Devil's Advocate**
- 8  **Pixie**
- 9  **Washerwoman**
- 10  **Empath**
- 11  **Balloonist**
- 12  **Cult Leader**
- 13  **Dawn**

FABLED, JINXES & LORIC

-  **Alchemist & Boffin**
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.
-  **Boffin & Goon**
If the Demon has the Goon ability, they can't turn good due to this ability.
-  **Boffin & Cult Leader**
If the Demon has the Cult Leader ability, they can't turn good due to this ability.
-  **Plague Doctor & Goblin**
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.
-  **Plague Doctor & Boomdandy**
If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.

FABLED

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

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poppy Grower**
- 3  **Preacher**
- 4  **Innkeeper**
- 5  **Monk**
- 6  **Devil's Advocate**
- 7  **No Dashii**
- 8  **Vigormortis**
- 9  **Acrobat**
- 10  **Empath**
- 11  **Balloonist**
- 12  **Cult Leader**
- 13  **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

Potion Explosion — by Rad

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		Poppy Grower Do not inform the Demon/Minions who each other are
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		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		Pixie Show the Pixie 1 in-play Townsfolk character token.
9		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
10		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		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.
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

Potion Explosion — by Rad

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
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		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
6		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
7		No Dashii The No Dashii points to a player. That player dies.
8		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.
9		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
10		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
11		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.
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.