

TOWNSFOLK



Chef

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



Pixie

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



Balloonist

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



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.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Town Crier

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



Innkeeper

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



Lycanthrope

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



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Seamstress

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



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.



Mayor

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

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Recluse

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



Barber

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



Lunatic

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

MINION



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.



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Goblin

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

DEMON



Imp

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



Fang Gu

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



Vortex

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

Quick Reference

Howlin' in the Moonlight v4 — by Lyphoon

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Poppy Grower
- 6  Snitch
- 7  Lunatic
- 8  Poisoner
- 9  Snake Charmer
- 10  Witch
- 11  Cerenovus
- 12  Fearmonger
- 13  Pixie
- 14  Amnesiac
- 15  Chef
- 16  Fortune Teller
- 17  Seamstress
- 18  Balloonist
- 19  Dawn

FABLED, JINXES & LORIC



Cerenovus & Goblin

The Cerenovus may choose to make a player mad that they are the Goblin.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Poisoner
- 4  Innkeeper
- 5  Snake Charmer
- 6  Witch
- 7  Cerenovus
- 8  Fearmonger
- 9  Lunatic
- 10  Lycanthrope
- 11  Imp
- 12  Fang Gu
- 13  Vortex
- 14  Barber
- 15  Amnesiac
- 16  Fortune Teller
- 17  Town Crier
- 18  Seamstress
- 19  Balloonist
- 20  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

Howlin' in the Moonlight v4 — by Lyphoon

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		Snitch After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
7		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.
8		Poisoner The Poisoner points to a player. That player is poisoned.
9		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
10		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
11		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
12		Fearmonger The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
13		Pixie Show the Pixie 1 in-play Townsfolk character token.
14		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
15		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
16		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.
17		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.
18		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.
19		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Howlin' in the Moonlight v4 — by Lyphoon

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
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		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
6		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
7		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
8		Fearmonger The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
9		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.
10		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
11		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.
12		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.
13		Vortex The Vortex points to a player. That player dies.
14		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.
15		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
16		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.
17		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).
18		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.
19		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.
20		Dawn Wait for a few seconds. End the Night Phase.