

TOWNSFOLK



Chef

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



Balloonist

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



Cannibal

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



Empath

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



King

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



Noble

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



Philosopher

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



Pixie

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



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Seamstress

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



Artist

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



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Drunk

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



Mutant

If you are "mad" about being an Outsider, you might be executed.



Recluse

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

DEMON



Riot

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

Quick Reference

Skirmish — by aboba

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Magician
- 6  King
- 7  Pixie
- 8  Damsel
- 9  Chef
- 10  Empath
- 11  Seamstress
- 12  Noble
- 13  Balloonist
- 14  D Dawn

FABLED, JINXES & LORIC



Cannibal & Juggler

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.



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  Philosopher
- 3  Professor
- 4  Damsel
- 5  Empath
- 6  Seamstress
- 7  Juggler
- 8  Balloonist
- 9  King
- 10  D 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

Skirmish — by aboba

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		Magician
6		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
7		Pixie Show the Pixie 1 in-play Townsfolk character token.
8		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
9		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		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.
12		Noble Point to 3 players including one evil player, in no particular order.
13		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.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Skirmish — by aboba

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		Professor If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
4		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
5		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
6		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.
7		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
8		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.
9		King If there are more dead than living, show the King a character token of a living player.
10		Dawn Wait for a few seconds. End the Night Phase.