

TOWNSFOLK



Noble

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



Sailor

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



Balloonist

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



King

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



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.



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Monk

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



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Artist

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



Fool

The first time you die, you don't.



Tea Lady

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



Choirboy

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



Poppy Grower

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

OUTSIDER



Saint

If you die by execution, your team loses.



Golem

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Barber

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

MINION



Godfather

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



Devil's Advocate

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



Witch

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



Psychopath

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

DEMON



Pukka

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



Leech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



No Dashii

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



Fang Gu

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

Quick Reference

Darkness Falls — by Dak

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poppy Grower
- 5  King
- 6  Sailor
- 7  Leech
- 8  Godfather
- 9  Devil's Advocate
- 10  Witch
- 11  Pukka
- 12  Fortune Teller
- 13  Noble
- 14  Balloonist
- 15  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Sailor
- 4  Gambler
- 5  Monk
- 6  Devil's Advocate
- 7  Witch
- 8  Pukka
- 9  Fang Gu
- 10  No Dashii
- 11  Leech
- 12  Godfather
- 13  Gossip
- 14  Barber
- 15  Choirboy
- 16  Moonchild
- 17  Fortune Teller
- 18  Balloonist
- 19  King
- 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

Darkness Falls — by Dak

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		Poppy Grower Do not inform the Demon/Minions who each other are
5		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
7		Leech The Leech points to a player. Place the Poisoned reminder token.
8		Godfather Show each of the Outsider tokens in play.
9		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
10		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
11		Pukka The Pukka points to a player. That player is poisoned.
12		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.
13		Noble Point to 3 players including one evil player, in no particular order.
14		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.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Darkness Falls — by Dak

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		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.
4		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
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		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
8		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9		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.
10		No Dashii The No Dashii points to a player. That player dies.
11		Leech The Leech points to a player. That player dies.
12		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
13		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. 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		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
16		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
17		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.
18		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.
19		King If there are more dead than living, show the King a character token of a living player.
20		Dawn Wait for a few seconds. End the Night Phase.