

## TOWNSFOLK



### King

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



### General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



### Ballooning

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.



### 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.



### Oracle

Each night\*, you learn how many dead players are evil.



### Town Crier

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



### Poppy Grower

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



### Farmer

If you die at night, an alive good player becomes a Farmer.



### Choirboy

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



### Cannibal

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



### Amnesiac

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



### Philosopher

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



### Acrobat

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

## OUTSIDER



### Saint

If you die by execution, your team loses.



### Drunk

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



### Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



### Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

## MINION



### Poisoner

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



### Goblin

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



### Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



### Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

## DEMON



### Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



### Vortex

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



### 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.

# Quick Reference

Who wants to die — by Michael

## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Poppy Grower
- 6  King
- 7  Sailor
- 8  Marionette
- 9  Leech
- 10  Poisoner
- 11  Amnesiac
- 12  Fortune Teller
- 13  Balloonist
- 14  General
- 15  Dawn

## FABLED, JINXES & LORIC



### Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.



### Legion & Politician

The Politician might register as evil to Legion.



### Heretic & Leech

Only 1 jinxed character can be in play.

## FABLED



### Djinn

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

## OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Poppy Grower
- 4  Sailor
- 5  Poisoner
- 6  Scarlet Woman
- 7  Legion
- 8  Vortex
- 9  Leech
- 10  Acrobat
- 11  Choirboy
- 12  Amnesiac
- 13  Farmer
- 14  Fortune Teller
- 15  Town Crier
- 16  Oracle
- 17  Balloonist
- 18  King
- 19  General
- 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

Who wants to die — by Michael

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                  |
|----|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                          |
| 2  |    | <b>Minion Info</b><br>  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  |    | <b>Demon Info</b><br>  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  |    | <b>Philosopher</b><br>  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  |    | <b>Poppy Grower</b><br>  Do not inform the Demon/Minions who each other are                                                                                                                                                                                                                                                      |
| 6  |    | <b>King</b><br>  Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.                                                                                                                                                                                             |
| 7  |    | <b>Sailor</b><br>  The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                                                                                      |
| 8  |    | <b>Marionette</b><br>  Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.                                                                                                                                                             |
| 9  |    | <b>Leech</b><br>  The Leech points to a player. Place the Poisoned reminder token.                                                                                                                                                                                                                                               |
| 10 |   | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                                   |
| 11 |  | <b>Amnesiac</b><br>  Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                       |
| 12 |  | <b>Fortune Teller</b><br>  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 |  | <b>Ballooning</b><br>  Choose a character type. Point to a player whose character is of that type. Place the Ballooning's Seen reminder next to that character.                                                                                                                                                                  |
| 14 |  | <b>General</b><br>  Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.                                                                                                                                                                                                  |
| 15 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                    |

# Other Nights

*Who wants to die — by Michael*

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                                                                         |
| 2  |    | <b>Philosopher</b><br>  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  |    | <b>Poppy Grower</b><br>  If the Poppy Grower has died, show the Minions/Demon who each other are.                                                                                                                                                                                                                                                                               |
| 4  |    | <b>Sailor</b><br>  The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                                                                                     |
| 5  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                            |
| 6  |    | <b>Scarlet Woman</b><br>  If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.                                                                                                                                                                                                                                                           |
| 7  |    | <b>Legion</b><br>  Choose a player, that player dies.                                                                                                                                                                                                                                                                                                                           |
| 8  |    | <b>Vortex</b><br>  The Vortex points to a player. That player dies.                                                                                                                                                                                                                                                                                                             |
| 9  |   | <b>Lleech</b><br>  The Lleech points to a player. That player dies.                                                                                                                                                                                                                                                                                                             |
| 10 |  | <b>Acrobat</b><br>  If a good living neighbour is drunk or poisoned, the Acrobat player dies.                                                                                                                                                                                                                                                                                   |
| 11 |  | <b>Choirboy</b><br>  If the King was killed by the Demon, wake the Choirboy and point to the Demon player.                                                                                                                                                                                                                                                                      |
| 12 |  | <b>Amnesiac</b><br>  If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                                                                                                            |
| 13 |  | <b>Farmer</b><br>  If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.                                                                                                                                                                                                |
| 14 |  | <b>Fortune Teller</b><br>  The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.                                                                                                                                                                                                                |
| 15 |  | <b>Town Crier</b><br>  Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).                                                                                                                                                                                                          |
| 16 |  | <b>Oracle</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.                                                                                                                                                                                                                                                                                    |
| 17 |  | <b>Balloonist</b><br>  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.                                                                                                                       |
| 18 |  | <b>King</b><br>  If there are more dead than living, show the King a character token of a living player.                                                                                                                                                                                                                                                                        |
| 19 |  | <b>General</b><br>  Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.                                                                                                                                                                                                                                                 |
| 20 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |