

TOWNSFOLK



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Flowergirl

Each night*, you learn if a Demon voted today.



Magician

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



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Pacifist

Executed good players might not die.



Town Crier

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



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Cannibal

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Mayor

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



Undertaker

Each night*, you learn which character died by execution today.



Tea Lady

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



Alchemist

You have a not-in-play Minion ability.

OUTSIDER



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Golem

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



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Saint

If you die by execution, your team loses.

MINION



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.



Fearmonger

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

DEMON



Riot

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



Vortex

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

Quick Reference

This is a Democracy! — by Steven Pearson

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **Magician**
- 6  **Engineer**
- 7  **Devil's Advocate**
- 8  **Fearmonger**
- 9  **Butler**
- 10  **Dawn**

FABLED, JINXES & LORIC



Riot & Mayor

The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.



Cannibal & Butler

If the Cannibal gains the Butler ability, the Cannibal learns this.

FABLED



Djinn

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

RECOMMENDED TRAVELLERS



Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Scapegoat

If a player of your alignment is executed, you might be executed instead.



Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.



Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Engineer**
- 3  **Devil's Advocate**
- 4  **Fearmonger**
- 5  **Vortex**
- 6  **Undertaker**
- 7  **Flowergirl**
- 8  **Town Crier**
- 9  **Butler**
- 10  **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

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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		Magician
6		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
7		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		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.
9		Butler The Butler points to a player. Mark that player as 'Master'.
10		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
3		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4		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.
5		Vortex The Vortex points to a player. That player dies.
6		Undertaker If a player was executed today: Show that player's character token.
7		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
8		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).
9		Butler The Butler points to a player. Mark that player as 'Master'.
10		Dawn Wait for a few seconds. End the Night Phase.