

TOWNSFOLK



Steward

You start knowing 1 good player.



Knight

You start knowing 2 players that are not the Demon.



Noble

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



Investigator

You start knowing that 1 of 2 players is a particular Minion.



Chef

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



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Pixie

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



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Tinker

You might die at any time.



Damsel

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

MINION



Godfather

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



Baron

There are extra Outsiders in play. [+2 Outsiders]



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Vortex

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



Legion

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

Quick Reference

Don't Let's Start — by Nick

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Snitch
- 5  Godfather
- 6  Evil Twin
- 7  Mezepheles
- 8  Pixie
- 9  Huntsman
- 10  Damsel
- 11  Washerwoman
- 12  Librarian
- 13  Investigator
- 14  Chef
- 15  Grandmother
- 16  Clockmaker
- 17  Noble
- 18  Bounty Hunter
- 19  Dawn

FABLED, JINXES & LORIC



Vizier & Investigator

The Storyteller doesn't declare the Vizier is in play.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Mezepheles
- 3  Legion
- 4  Po
- 5  Vortex
- 6  Godfather
- 7  Huntsman
- 8  Damsel
- 9  Tinker
- 10  Grandmother
- 11  Bounty Hunter
- 12  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

Don't Let's Start — by Nick

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		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.
5		Godfather Show each of the Outsider tokens in play.
6		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
7		Mezepheles Show the Mezepheles their secret word.
8		Pixie Show the Pixie 1 in-play Townsfolk character token.
9		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
10		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
11		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
12		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
13		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
14		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
15		Grandmother Show the marked character token. Point to the marked player.
16		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
17		Noble Point to 3 players including one evil player, in no particular order.
18		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
19		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Don't Let's Start — by Nick

1		Dusk Start the Night Phase.
2		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
3		Legion Choose a player, that player dies.
4		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
5		Vortex The Vortex points to a player. That player dies.
6		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
7		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
8		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
9		Tinker The Tinker might die.
10		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
11		Bounty Hunter If the known evil player has died, point to another evil player.
12		Dawn Wait for a few seconds. End the Night Phase.