

TOWNSFOLK



Pixie

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



Knight

You start knowing 2 players that are not the Demon.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



General

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



King

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



Undertaker

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



Oracle

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



Gossip

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



Amnesiac

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



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Minstrel

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



Choirboy

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



Magician

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

OUTSIDER



Tinker

You might die at any time.



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.



Politician

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

MINION



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Witch

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.

DEMON



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Fang Gu

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



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

Well it's dead — by Zap

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Magician
- 5  King
- 6  Preacher
- 7  Witch
- 8  Pixie
- 9  Amnesiac
- 10  General
- 11  D Dawn

FABLED, JINXES & LORIC



Mastermind & Vigormortis

A Mastermind that has their ability keeps it if the Vigormortis dies.

FABLED



Djinn

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

RECOMMENDED TRAVELLERS



Voudon

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.



Bureaucrat

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



Thief

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



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.



Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

OTHER NIGHTS

- 1  Dusk
- 2  Preacher
- 3  Witch
- 4  Imp
- 5  Zombuul
- 6  Fang Gu
- 7  Vigormortis
- 8  Assassin
- 9  Gossip
- 10  Choirboy
- 11  Amnesiac
- 12  Tinker
- 13  Undertaker
- 14  Oracle
- 15  King
- 16  General
- 17  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

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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		Magician
5		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
7		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
8		Pixie Show the Pixie 1 in-play Townsfolk character token.
9		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
11		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
3		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
4		Imp The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
5		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
6		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.
7		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
8		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
9		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
10		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
11		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
12		Tinker The Tinker might die.
13		Undertaker If a player was executed today: Show that player's character token.
14		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
15		King If there are more dead than living, show the King a character token of a living player.
16		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
17		Dawn Wait for a few seconds. End the Night Phase.