

TOWNSFOLK



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.



Pixie

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



Balloonist

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Gossip

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



Huntsman

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



Pacifist

Executed good players might not die.



Farmer

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



Minstrel

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



Mayor

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



Atheist

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

OUTSIDER



Sweetheart

When you die, 1 player is drunk from now on.



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Mutant

If you are "mad" about being an Outsider, you might be executed.



Damsel

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



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.



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



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.



Vizier

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

DEMON



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

Al-Hadvized — by PenguinArmy

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Widow**
- 5  **Godfather**
- 6  **Devil's Advocate**
- 7  **Pixie**
- 8  **Huntsman**
- 9  **Damsel**
- 10  **Washerwoman**
- 11  **Chef**
- 12  **Dreamer**
- 13  **Balloonist**
- 14  **Cult Leader**
- 15  **Dawn**

FABLED, JINXES & LORIC

 **Widow & Damsel**
If the Widow is (or has been) in play, the Damsel is poisoned.

FABLED

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

RECOMMENDED TRAVELLERS

 **Deviant**
If you were funny today, you cannot die by exile.

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

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

 **Apprentice**
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

 **Bishop**
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Devil's Advocate**
- 3  **Al-Hadikhia**
- 4  **Godfather**
- 5  **Gossip**
- 6  **Barber**
- 7  **Sweetheart**
- 8  **Huntsman**
- 9  **Damsel**
- 10  **Farmer**
- 11  **Dreamer**
- 12  **Balloonist**
- 13  **Cult Leader**
- 14  **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

Al-Hadvized — by PenguinArmy

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		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
5		Godfather Show each of the Outsider tokens in play.
6		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		Pixie Show the Pixie 1 in-play Townsfolk character token.
8		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.
9		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
10		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
11		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
12		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13		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.
14		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Al-Hadvized — by PenguinArmy

- 1  **Dusk**
| Start the Night Phase.
- 2  **Devil's Advocate**
| The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
- 3  **Al-Hadikhia**
| The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
- 4  **Godfather**
| If an Outsider died today: The Godfather points to a player. That player dies.
- 5  **Gossip**
| If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
- 6  **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.
- 7  **Sweetheart**
| Choose a player that is drunk.
- 8  **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.
- 9  **Damsel**
| If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
- 10  **Farmer**
| 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.
- 11  **Dreamer**
| The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
- 12  **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.
- 13  **Cult Leader**
| If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
- 14  **Dawn**
| Wait for a few seconds. End the Night Phase.