

TOWNSFOLK



Librarian

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



Clockmaker

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



Grandmother

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



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Flowergirl

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



Dreamer

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



King

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Noble

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



Nightwatchman

Once per game, at night, choose a player: they learn who you are.



Choirboy

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



Undertaker

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

OUTSIDER



Saint

If you die by execution, your team loses.



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Tinker

You might die at any time.



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.

MINION



Baron

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



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Assassin

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

DEMON



Imp

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Po

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



Zombuul

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

Quick Reference

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FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  King
- 5  Librarian
- 6  Grandmother
- 7  Clockmaker
- 8  Dreamer
- 9  Noble
- 10  Nightwatchman
- 11  Spy
- 12  Chambermaid
- 13  Mathematician
- 14  D Dawn

FABLED, JINXES & LORIC



Mathematician & Chambermaid

The Chambermaid can detect if the Mathematician will wake tonight.

FABLED



Djinn

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

RECOMMENDED TRAVELLERS



Bureaucrat

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



Bone Collector

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



Thief

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



Deviant

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



Bishop

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

OTHER NIGHTS

- 1  Dusk
- 2  Imp
- 3  Zombuul
- 4  Po
- 5  No Dashii
- 6  Assassin
- 7  Choirboy
- 8  Tinker
- 9  Grandmother
- 10  Undertaker
- 11  Dreamer
- 12  Flowergirl
- 13  King
- 14  Nightwatchman
- 15  Spy
- 16  Chambermaid
- 17  Mathematician
- 18  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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
6		Grandmother Show the marked character token. Point to the marked player.
7		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
8		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
9		Noble Point to 3 players including one evil player, in no particular order.
10		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
11		Spy Show the Grimoire to the Spy for as long as they need.
12		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
13		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		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.
3		Zombuul If no-one died during the day: The Zombuul points to 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		No Dashii The No Dashii points to a player. That player dies.
6		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.
7		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
8		Tinker The Tinker might die.
9		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
10		Undertaker If a player was executed today: Show that player's character token.
11		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
13		King If there are more dead than living, show the King a character token of a living player.
14		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
15		Spy Show the Grimoire to the Spy for as long as they need.
16		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
17		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
18		Dawn Wait for a few seconds. End the Night Phase.