

TOWNSFOLK



Amnesiac

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



Artist

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



Bounty Hunter

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



Virgin

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



Nightwatchman

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



Magician

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



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Investigator

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



Grandmother

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



Fisherman

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



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Dreamer

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

OUTSIDER



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Klutz

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Godfather

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

DEMON



Vortex

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



No Dashii

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



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

Citation needed — by Zeus

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Magician
- 5  Snake Charmer
- 6  Godfather
- 7  Devil's Advocate
- 8  Witch
- 9  Cerenovus
- 10  Amnesiac
- 11  Investigator
- 12  Grandmother
- 13  Dreamer
- 14  Bounty Hunter
- 15  Nightwatchman
- 16  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Snake Charmer
- 3  Devil's Advocate
- 4  Witch
- 5  Cerenovus
- 6  Exorcist
- 7  Zombuul
- 8  No Dashii
- 9  Vortex
- 10  Godfather
- 11  Barber
- 12  Sage
- 13  Amnesiac
- 14  Moonchild
- 15  Grandmother
- 16  Dreamer
- 17  Bounty Hunter
- 18  Nightwatchman
- 19  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

Citation needed — by Zeus

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		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
6		Godfather Show each of the Outsider tokens in play.
7		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
9		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
10		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
12		Grandmother Show the marked character token. Point to the marked player.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14		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.
15		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.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Citation needed — by Zeus

1		Dusk Start the Night Phase.
2		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
3		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
6		Exorcist The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
7		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
8		No Dashii The No Dashii points to a player. That player dies.
9		Vortex The Vortex points to a player. That player dies.
10		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
11		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.
12		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
13		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
15		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
16		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
17		Bounty Hunter If the known evil player has died, point to another evil player.
18		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.
19		Dawn Wait for a few seconds. End the Night Phase.