

TOWNSFOLK



Librarian

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



Washerwoman

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



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Exorcist

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



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Snake Charmer

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



Slayer

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



Magician

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



Tea Lady

If both your alive neighbours are good, they can't die.



Alchemist

You have a not-in-play Minion ability.



Mayor

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



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Drunk

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



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION



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.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.

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.



Fang Gu

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



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.

Quick Reference

Dawn of Chaos — by Alex Payne

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Alchemist
- 5  Magician
- 6  Lunatic
- 7  Marionette
- 8  Poisoner
- 9  Snake Charmer
- 10  Godfather
- 11  Devil's Advocate
- 12  Washerwoman
- 13  Librarian
- 14  Empath
- 15  D Dawn

FABLED, JINXES & LORIC



Alchemist & Marionette

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.



Magician & Marionette

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Gambler
- 4  Snake Charmer
- 5  Monk
- 6  Devil's Advocate
- 7  Lunatic
- 8  Exorcist
- 9  Lycanthrope
- 10  Po
- 11  Fang Gu
- 12  No Dashii
- 13  Al-Hadikhia
- 14  Godfather
- 15  Acrobat
- 16  Empath
- 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

Dawn of Chaos — by Alex Payne

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		Alchemist Show the Alchemist a not-in-play Minion token
5		Magician
6		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
7		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
8		Poisoner The Poisoner points to a player. That player is poisoned.
9		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.
10		Godfather Show each of the Outsider tokens in play.
11		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
12		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
13		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
14		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Dawn of Chaos — by Alex Payne

1		Dusk Start the Night Phase.
2		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4		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.
5		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
6		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
7		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
8		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.
9		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
10		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
11		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.
12		No Dashii The No Dashii points to a player. That player dies.
13		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.
14		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
15		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
16		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
17		Dawn Wait for a few seconds. End the Night Phase.