

TOWNSFOLK



Grandmother

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



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



General

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



Chambermaid

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



Mathematician

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



Cult Leader

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



Gambler

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



Gossip

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Huntsman

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



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Amnesiac

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



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER



Goon

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



Snitch

Minions start knowing 3 not-in-play characters.



Damsel

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



Politician

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

MINION



Godfather

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



Devil's Advocate

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



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Assassin

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

DEMON



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Al-Hadikhia

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



Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

Cycle of Life — by Ekin

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Snitch
- 5  Sailor
- 6  Leech
- 7  Godfather
- 8  Devil's Advocate
- 9  Pukka
- 10  Huntsman
- 11  Damsel
- 12  Amnesiac
- 13  Grandmother
- 14  Cult Leader
- 15  General
- 16  Chambermaid
- 17  Mathematician
- 18  D Dawn

FABLED, JINXES & LORIC



Mathematician & Chambermaid

The Chambermaid can detect if the Mathematician will wake tonight.



Pit-Hag & Goon

If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.



Pit-Hag & Cult Leader

If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.



Pit-Hag & Damsel

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.



Pit-Hag & Politician

If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.

FABLED



Spirit of Ivory

There can't be more than 1 extra evil player.



Duchess

Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.



Hell's Librarian

Something bad might happen to whoever talks when the Storyteller has asked for silence.



Djinn

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

LORIC



Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

RECOMMENDED TRAVELLERS



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Apprentice

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



Scapegoat

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



Bone Collector

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

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Gambler
- 4  Devil's Advocate
- 5  Pit-Hag
- 6  Pukka
- 7  Shabaloth
- 8  Al-Hadikhia
- 9  Leech
- 10  Assassin
- 11  Godfather
- 12  Gossip
- 13  Professor
- 14  Huntsman
- 15  Damsel
- 16  Amnesiac
- 17  Grandmother
- 18  Cult Leader
- 19  General
- 20  Chambermaid
- 21  Mathematician
- 22  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

Cycle of Life — by Ekin

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		Snitch After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		Lleech The Lleech points to a player. Place the Poisoned reminder token.
7		Godfather Show each of the Outsider tokens in play.
8		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
9		Pukka The Pukka points to a player. That player is poisoned.
10		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.
11		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
12		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13		Grandmother Show the marked character token. Point to the marked player.
14		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
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.

Other Nights

Cycle of Life — by Ekin

1		Dusk Start the Night Phase.
2		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
6		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
7		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
8		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.
9		Lleech The Lleech points to a player. That player dies.
10		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.
11		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
12		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13		Professor If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
14		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.
15		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
16		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
17		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
18		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
19		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
20		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.
21		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
22		Dawn Wait for a few seconds. End the Night Phase.