

TOWNSFOLK



Steward

You start knowing 1 good player.



Investigator

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



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Empath

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



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.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Nightwatchman

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



Slayer

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



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Cannibal

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



Fool

The first time you die, you don't.



Pacifist

Executed good players might not die.

OUTSIDER



Saint

If you die by execution, your team loses.



Drunk

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



Recluse

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



Barber

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

MINION



Poisoner

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



Devil's Advocate

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



Spy

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



Baron

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

DEMON



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.



Pukka

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



Imp

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



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

Right Hand Rule — by AlejoFBlack

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Sailor
- 5  Lleech
- 6  Poisoner
- 7  Devil's Advocate
- 8  Pukka
- 9  Investigator
- 10  Empath
- 11  Fortune Teller
- 12  Seamstress
- 13  Nightwatchman
- 14  Spy
- 15  General
- 16  Dawn

FABLED, JINXES & LORIC

-  **Lleech & Slayer**
If the Slayer slays the Lleech host, the host dies.

FABLED

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

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Poisoner
- 4  Devil's Advocate
- 5  Legion
- 6  Imp
- 7  Pukka
- 8  Lleech
- 9  Barber
- 10  Empath
- 11  Fortune Teller
- 12  Seamstress
- 13  Nightwatchman
- 14  Spy
- 15  General
- 16  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

Right Hand Rule — by AlejoFBlack

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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		Lleech The Lleech points to a player. Place the Poisoned reminder token.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		Pukka The Pukka points to a player. That player is poisoned.
9		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
10		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
12		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
13		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.
14		Spy Show the Grimoire to the Spy for as long as they need.
15		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Right Hand Rule — by AlejoFBlack

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		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5		Legion Choose a player, that player dies.
6		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.
7		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
8		Lleech The Lleech points to a player. That player dies.
9		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.
10		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
11		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
12		Seamstress If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
13		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.
14		Spy Show the Grimoire to the Spy for as long as they need.
15		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
16		Dawn Wait for a few seconds. End the Night Phase.