

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



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.



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.



Dreamer

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



General

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



Seamstress

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Gambler

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



Oracle

Each night*, you learn how many dead players are evil.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Cannibal

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



Ballooning

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]

OUTSIDER



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.



Goon

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



Golem

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

MINION



Marionette

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



Cerenovus

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



Pit-Hag

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



Poisoner

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

DEMON



Po

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



Fang Gu

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



Al-Hadikhia

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

Quick Reference

2016-2017 2018-2019

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Marionette
- 5  Poisoner
- 6  Cerenovus
- 7  Pixie
- 8  Fortune Teller
- 9  Grandmother
- 10  Clockmaker
- 11  Dreamer
- 12  Seamstress
- 13  Balloonist
- 14  General
- 15  D Dawn

FABLED, JINXES & LORIC



Pit-Hag & Goon

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



Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Innkeeper
- 4  Gambler
- 5  Cerenovus
- 6  Pit-Hag
- 7  Po
- 8  Fang Gu
- 9  Al-Hadikhia
- 10  Grandmother
- 11  Ravenkeeper
- 12  Fortune Teller
- 13  Dreamer
- 14  Oracle
- 15  Seamstress
- 16  Balloonist
- 17  General
- 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		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.
5		Poisoner The Poisoner points to a player. That player is poisoned.
6		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.
7		Pixie Show the Pixie 1 in-play Townsfolk character token.
8		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.
9		Grandmother Show the marked character token. Point to the marked player.
10		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
11		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
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		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
14		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

by 2009

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		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
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		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.
7		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
8		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.
9		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.
10		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
11		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
12		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.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
14		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
15		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.
16		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
17		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
18		Dawn Wait for a few seconds. End the Night Phase.