

TOWNSFOLK



Steward

You start knowing 1 good player.



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Mathematician

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



Snake Charmer

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



Lycanthrope

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



Soldier

You are safe from the Demon.



Pacifist

Executed good players might not die.

OUTSIDER



Goon

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.

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.



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

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.

Quick Reference

Oops, All Bangers — by Chlotower Posse

FIRST NIGHT

- 1  **D** Dusk
- 2  **M** Minion Info
- 3  **D** Demon Info
- 4  **P** Poisoner
- 5  **S** Snake Charmer
- 6  **D** Devil's Advocate
- 7  **C** Clockmaker
- 8  **M** Mathematician
- 9  **D** Dawn

FABLED, JINXES & LORIC



Plague Doctor & Goblin

If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

FABLED



Djinn

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

OTHER NIGHTS

- 1  **D** Dusk
- 2  **P** Poisoner
- 3  **S** Snake Charmer
- 4  **D** Devil's Advocate
- 5  **L** Lycanthrope
- 6  **A** Al-Hadikhia
- 7  **M** Mathematician
- 8  **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

Oops, All Bangers — by Chlotower Posse

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		Poisoner The Poisoner points to a player. That player is poisoned.
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		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
8		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
9		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Oops, All Bangers — by Chlotower Posse

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		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.
4		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
6		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.
7		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
8		Dawn Wait for a few seconds. End the Night Phase.