

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Grandmother

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



Investigator

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



Sailor

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



Empath

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



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.



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.



Gossip

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



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Nightwatchman

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



Seamstress

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



Tea Lady

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

OUTSIDER



Goon

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



Drunk

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



Tinker

You might die at any time.



Recluse

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

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.



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Goblin

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

TheGoodisOfInterredWithTheirBones/v2 — by TheDarkArtist

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Sailor
- 5  Godfather
- 6  Devil's Advocate
- 7  Witch
- 8  Investigator
- 9  Chef
- 10  Empath
- 11  Fortune Teller
- 12  Grandmother
- 13  Seamstress
- 14  Nightwatchman
- 15  Dawn

FABLED, JINXES & LORIC



Mastermind & Vigormortis

A Mastermind that has their ability keeps it if the Vigormortis dies.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Gambler
- 4  Devil's Advocate
- 5  Witch
- 6  Zombuul
- 7  Vigormortis
- 8  Godfather
- 9  Gossip
- 10  Tinker
- 11  Moonchild
- 12  Grandmother
- 13  Empath
- 14  Fortune Teller
- 15  Oracle
- 16  Seamstress
- 17  Nightwatchman
- 18  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

TheGoodisOftInterredWithTheirBones/v2 — by TheDarkArtist

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		Godfather Show each of the Outsider tokens in play.
6		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
8		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
9		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
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		Grandmother Show the marked character token. Point to the marked player.
13		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.
14		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.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

TheGoodisOftInterredWithTheirBones/v2 — by *TheDarkArtist*

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		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
6		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
7		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
8		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
9		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
10		Tinker The Tinker might die.
11		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
12		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
13		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
14		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.
15		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
16		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.
17		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.
18		Dawn Wait for a few seconds. End the Night Phase.