

TOWNSFOLK



Huntsman

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



Innkeeper

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



Investigator

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Nightwatchman

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



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Oracle

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



Ravenkeeper

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



Town Crier

Each night*, you learn if a Minion nominated today.



Undertaker

Each night*, you learn which character died by execution today.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Washerwoman

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

OUTSIDER



Damsel

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



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Recluse

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



Tinker

You might die at any time.

MINION



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Devil's Advocate

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



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Witch

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

DEMON



Imp

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



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

UncommonLetters — by MRam21

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  King
- 5  Widow
- 6  Devil's Advocate
- 7  Evil Twin
- 8  Witch
- 9  Huntsman
- 10  Damsel
- 11  Washerwoman
- 12  Investigator
- 13  Noble
- 14  Nightwatchman
- 15  Dawn

FABLED, JINXES & LORIC



Widow & Damsel

If the Widow is (or has been) in play, the Damsel is poisoned.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Innkeeper
- 3  Devil's Advocate
- 4  Witch
- 5  Imp
- 6  Zombuul
- 7  No Dashii
- 8  Vortex
- 9  Huntsman
- 10  Damsel
- 11  Tinker
- 12  Ravenkeeper
- 13  Undertaker
- 14  Town Crier
- 15  Oracle
- 16  Juggler
- 17  King
- 18  Nightwatchman
- 19  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

UncommonLetters — by MRam21

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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
6		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
8		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
9		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.
10		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
11		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
12		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
13		Noble Point to 3 players including one evil player, in no particular order.
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

UncommonLetters — by MRam21

1		Dusk Start the Night Phase.
2		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
3		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5		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.
6		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
7		No Dashii The No Dashii points to a player. That player dies.
8		Vortex The Vortex points to a player. That player dies.
9		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.
10		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
11		Tinker The Tinker might die.
12		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
13		Undertaker If a player was executed today: Show that player's character token.
14		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
15		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
16		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
17		King If there are more dead than living, show the King a character token of a living player.
18		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.
19		Dawn Wait for a few seconds. End the Night Phase.