

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.



Empath

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



King

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



Innkeeper

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Soldier

You are safe from the Demon.



Fool

The first time you die, you don't.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Cannibal

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

OUTSIDER



Saint

If you die by execution, your team loses.



Klutz

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



Drunk

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



Barber

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

MINION



Witch

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



Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Goblin

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



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

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.



Al-Hadikhia

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



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

Oh no you wouldn't kill me — by Zeus

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  King
- 5  Lleech
- 6  Witch
- 7  Fearmonger
- 8  Chef
- 9  Empath
- 10  Grandmother
- 11  Leviathan
- 12  Dawn

FABLED, JINXES & LORIC

-  **Leviathan & Monk**
If the Leviathan nominates and executes the Monk-protected player, good wins.
-  **Leviathan & Soldier**
If the Leviathan nominates and executes the Soldier, good wins.
-  **Leviathan & Mayor**
If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.
-  **Leviathan & Grandmother**
If the Leviathan is in play and the Grandchild dies by execution, evil wins.
-  **Leviathan & Exorcist**
If the Leviathan nominates and executes the Exorcist-chosen player, good wins.
-  **Leviathan & Innkeeper**
If the Leviathan nominates and executes an Innkeeper-protected player, good wins.
-  **Leviathan & King**
If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.
-  **Vizier & Fearmonger**
The Vizier wakes with the Fearmonger, learns who they choose and cannot choose to immediately execute that player.

FABLED

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

OTHER NIGHTS

- 1  Dusk
- 2  Innkeeper
- 3  Monk
- 4  Witch
- 5  Fearmonger
- 6  Exorcist
- 7  Al-Hadikhia
- 8  Lleech
- 9  Barber
- 10  Choirboy
- 11  Grandmother
- 12  Empath
- 13  King
- 14  Leviathan
- 15  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

Oh no you wouldn't kill me — by Zeus

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		Lleech The Lleech points to a player. Place the Poisoned reminder token.
6		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
7		Fearmonger The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
8		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
9		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
10		Grandmother Show the marked character token. Point to the marked player.
11		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Oh no you wouldn't kill me — by Zeus

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		Monk The previously protected player is no longer protected. The Monk points to a player not himself. Mark that player 'Protected'.
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		Fearmonger The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
6		Exorcist The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
7		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.
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		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
11		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
12		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
13		King If there are more dead than living, show the King a character token of a living player.
14		Leviathan Change the Leviathan Day reminder for the next day.
15		Dawn Wait for a few seconds. End the Night Phase.