

TOWNSFOLK



Investigator

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



Sailor

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



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.



Gossip

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Cannibal

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



Alchemist

You have a not-in-play Minion ability.



Fool

The first time you die, you don't.

OUTSIDER



Drunk

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



Recluse

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



Mutant

If you are "mad" about being an Outsider, you might be executed.



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Devil's Advocate

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



Pit-Hag

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



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.



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Vortex

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

Quick Reference

The Bannered Mare v1.2 — by R96Lime

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Alchemist
- 6  Sailor
- 7  Lil' Monsta
- 8  Devil's Advocate
- 9  Witch
- 10  Investigator
- 11  Fortune Teller
- 12  Grandmother
- 13  D Dawn

FABLED, JINXES & LORIC

 **Lil' Monsta & Psychopath**
If the Psychopath is babysitting Lil' Monsta, they die when executed.

FABLED

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

RECOMMENDED TRAVELLERS

 **Harlot**
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Sailor
- 4  Innkeeper
- 5  Monk
- 6  Devil's Advocate
- 7  Witch
- 8  Pit-Hag
- 9  Imp
- 10  Shabaloth
- 11  Vortex
- 12  Lil' Monsta
- 13  Gossip
- 14  Grandmother
- 15  Fortune Teller
- 16  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		Philosopher The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		Alchemist Show the Alchemist a not-in-play Minion token
6		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
7		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
8		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
9		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
10		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
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		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Philosopher If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3		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.
4		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
6		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
7		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
8		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.
9		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.
10		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
11		Vortex The Vortex points to a player. That player dies.
12		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
13		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
14		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
15		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.
16		Dawn Wait for a few seconds. End the Night Phase.