

TOWNSFOLK



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.



Monk

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



Undertaker

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Mathematician

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



Town Crier

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



Savant

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



Bounty Hunter ✓

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Innkeeper

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



Philosopher

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



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Flowergirl

Each night*, you learn if a Demon voted today.

OUTSIDER



Saint

If you die by execution, your team loses.



Sweetheart

When you die, 1 player is drunk from now on.



Klutz

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



Barber

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

MINION



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



Goblin

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



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Fearmonger

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

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.



Zombuul

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



Vortex

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



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

Who wants to die? — by P'ter

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Preacher
- 6  Leech
- 7  Poisoner
- 8  Fearmonger
- 9  Amnesiac
- 10  Fortune Teller
- 11  Dreamer
- 12  Bounty Hunter
- 13  Mathematician
- 14  Dawn

FABLED, JINXES & LORIC



Bounty Hunter & Philosopher

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Preacher
- 4  Poisoner
- 5  Innkeeper
- 6  Monk
- 7  Fearmonger
- 8  Zombuul
- 9  Vortex
- 10  Al-Hadikhia
- 11  Leech
- 12  Barber
- 13  Sweetheart
- 14  Amnesiac
- 15  Fortune Teller
- 16  Undertaker
- 17  Dreamer
- 18  Flowergirl
- 19  Town Crier
- 20  Bounty Hunter
- 21  Mathematician
- 22  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

Who wants to die? — by P'ter

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		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
6		Lleech The Lleech points to a player. Place the Poisoned reminder token.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		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.
9		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		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.
11		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
13		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Who wants to die? — by P'ter

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		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
4		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
7		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.
8		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
9		Vortex The Vortex points to a player. That player dies.
10		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.
11		Lleech The Lleech points to a player. That player dies.
12		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.
13		Sweetheart Choose a player that is drunk.
14		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
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		Undertaker If a player was executed today: Show that player's character token.
17		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
18		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
19		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).
20		Bounty Hunter If the known evil player has died, point to another evil player.
21		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
22		Dawn Wait for a few seconds. End the Night Phase.