

TOWNSFOLK



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Nightwatchman

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



Alchemist

You have a not-in-play Minion ability.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Juggler

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



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.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Savant

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



Empath

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



Philosopher

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Amnesiac

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

OUTSIDER



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



Recluse

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



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



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.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Klutz

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

MINION



Goblin

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



Baron

There are extra Outsiders in play. [+2 Outsiders]



Mastermind

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



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Imp

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



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

The heart is deceitful. And desperately wicked. — by CRichard

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Philosopher**
- 5  **Alchemist**
- 6  **Magician**
- 7  **Lunatic**
- 8  **Marionette**
- 9  **Amnesiac**
- 10  **Empath**
- 11  **Fortune Teller**
- 12  **Balloonist**
- 13  **Nightwatchman**
- 14  **Chambermaid**
- 15  **Dawn**

FABLED, JINXES & LORIC

-  **Heretic & Baron**
Only 1 jinxed character can be in play.
-  **Alchemist & Mastermind**
An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.
-  **Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.
-  **Legion & Politician**
The Politician might register as evil to Legion.
-  **Alchemist & Marionette**
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.
-  **Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.
-  **Magician & Legion**
If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

FABLED

-  **Sentinel**
There might be 1 extra or 1 fewer Outsider in play.
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Philosopher**
- 3  **Lunatic**
- 4  **Legion**
- 5  **Imp**
- 6  **Amnesiac**
- 7  **Empath**
- 8  **Fortune Teller**
- 9  **Juggler**
- 10  **Balloonist**
- 11  **Nightwatchman**
- 12  **Chambermaid**
- 13  **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		Magician
7		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
8		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
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		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		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
13		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.
14		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
15		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		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
4		Legion Choose a player, that player dies.
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		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
7		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
8		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.
9		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.
10		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
11		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.
12		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
13		Dawn Wait for a few seconds. End the Night Phase.