

TOWNSFOLK



Bounty Hunter

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



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Knight

You start knowing 2 players that are not the Demon.



Steward

You start knowing 1 good player.



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



King

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



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Atheist

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



Amnesiac

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



Choirboy

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



Alchemist

You have a not-in-play Minion ability.

OUTSIDER



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Heretic

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.

MINION



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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.



Mastermind

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

DEMON



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.



Riot

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]



Shabalothe

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

Quick Reference

Bottom Rung — by MR

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **King**
- 6  **Engineer**
- 7  **Amnesiac**
- 8  **Butler**
- 9  **Bounty Hunter**
- 10  **Cult Leader**
- 11  **General**
- 12  **Leviathan**
- 13  **Dawn**

FABLED, JINXES & LORIC

-  **Alchemist & Organ Grinder**
If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.
-  **Butler & Organ Grinder**
If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.
-  **Al-Hadikhia & Mastermind**
If the Al-Hadikhia dies by execution, and the Mastermind is alive, the Al-Hadikhia chooses 3 good players tonight: if all 3 choose to live, evil wins. Otherwise, good wins.
-  **Alchemist & Mastermind**
An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.
-  **Riot & King**
If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.
-  **Leviathan & King**
If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.
-  **Riot & Atheist**
During a riot, if the Storyteller is nominated, players vote. If they are 'about to die', the game ends. If not, they nominate again.
- FABLED**
-  **Spirit of Ivory**
There can't be more than 1 extra evil player.
-  **Fibbin**
Once per game, 1 good player might get incorrect information.
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Engineer**
- 3  **Shabaloth**
- 4  **Al-Hadikhia**
- 5  **Choirboy**
- 6  **Amnesiac**
- 7  **King**
- 8  **Bounty Hunter**
- 9  **Cult Leader**
- 10  **Butler**
- 11  **General**
- 12  **Leviathan**
- 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

Bottom Rung — by MR

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		Alchemist Show the Alchemist a not-in-play Minion token
5		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
7		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
8		Butler The Butler points to a player. Mark that player as 'Master'.
9		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.
10		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
11		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
12		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Bottom Rung — by MR

1		Dusk Start the Night Phase.
2		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
3		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
4		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.
5		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
6		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
7		King If there are more dead than living, show the King a character token of a living player.
8		Bounty Hunter If the known evil player has died, point to another evil player.
9		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
10		Butler The Butler points to a player. Mark that player as 'Master'.
11		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
12		Leviathan Change the Leviathan Day reminder for the next day.
13		Dawn Wait for a few seconds. End the Night Phase.