

TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Shugenja

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



Balloonist

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



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.



High Priestess

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



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.



Artist

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



Engineer

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



Amnesiac

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



Farmer

If you die at night, an alive good player becomes a Farmer.



Magician

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

OUTSIDER



Heretic

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Drunk

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



Mutant

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

MINION



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Harpy

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



Poisoner

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



Witch

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



Psychopath

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

DEMON



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Imp

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Quick Reference

Bloodletting — by .auroros.

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Magician
- 5  Engineer
- 6  Poisoner
- 7  Witch
- 8  Cerenovus
- 9  Pixie
- 10  Amnesiac
- 11  Fortune Teller
- 12  Noble
- 13  Balloonist
- 14  D Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS



Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



Scapegoat

If a player of your alignment is executed, you might be executed instead.



Butcher

Each day, after the 1st execution, you may nominate again.



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

OTHER NIGHTS

- 1  Dusk
- 2  Engineer
- 3  Poisoner
- 4  Witch
- 5  Cerenovus
- 6  Imp
- 7  Fang Gu
- 8  No Dashii
- 9  Amnesiac
- 10  Farmer
- 11  Fortune Teller
- 12  Town Crier
- 13  Balloonist
- 14  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

Bloodletting — by .auroros.

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		Magician
5		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.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
8		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
9		Pixie Show the Pixie 1 in-play Townsfolk character token.
10		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
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		Noble Point to 3 players including one evil player, in no particular order.
13		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.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Bloodletting — by .auroros.

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		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
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		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
6		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.
7		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
8		No Dashii The No Dashii points to a player. That player dies.
9		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		Farmer If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
11		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.
12		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).
13		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.
14		Dawn Wait for a few seconds. End the Night Phase.