

TOWNSFOLK



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Noble

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Empath

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



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.



Innkeeper

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



Undertaker

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



Monk

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



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Slayer

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



Nightwatchman

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



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Drunk

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Recluse

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

MINION



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Poisoner

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

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

Happy enlightenment — by Penquan

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Poisoner
- 5  Godfather
- 6  Empath
- 7  Fortune Teller
- 8  Grandmother
- 9  Clockmaker
- 10  Noble
- 11  Nightwatchman
- 12  D Dawn

FABLED, JINXES & LORIC



Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Innkeeper
- 4  Monk
- 5  Scarlet Woman
- 6  Imp
- 7  Fang Gu
- 8  No Dashii
- 9  Assassin
- 10  Godfather
- 11  Acrobat
- 12  Moonchild
- 13  Grandmother
- 14  Empath
- 15  Fortune Teller
- 16  Undertaker
- 17  Nightwatchman
- 18  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

Happy enlightenment — by Penquan

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		Poisoner The Poisoner points to a player. That player is poisoned.
5		Godfather Show each of the Outsider tokens in play.
6		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
7		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.
8		Grandmother Show the marked character token. Point to the marked player.
9		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
10		Noble Point to 3 players including one evil player, in no particular order.
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		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Happy enlightenment — by Penquan

1		Dusk Start the Night Phase.
2		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
5		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
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		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
10		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
11		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
12		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
13		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
14		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
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		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.
18		Dawn Wait for a few seconds. End the Night Phase.