

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Noble

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



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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.



Chambermaid

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



Flowergirl

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



Town Crier

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



Nightwatchman

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



Artist

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



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Mayor

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



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER



Saint

If you die by execution, your team loses.



Sweetheart

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Klutz

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

MINION



Witch

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



Fearmonger

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



Goblin

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



Boomdandy

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

DEMON



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



No Dashii

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



Imp

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



Vortex

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

Quick Reference

Should we really vote for you? — by Michael Bungert

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Preacher**
- 5  **Witch**
- 6  **Fearmonger**
- 7  **Pukka**
- 8  **Librarian**
- 9  **Noble**
- 10  **Bounty Hunter**
- 11  **Nightwatchman**
- 12  **Chambermaid**
- 13  **Dawn**

FABLED, JINXES & LORIC

-  **Plague Doctor & Fearmonger**
If the Storyteller would gain the Fearmonger ability, a Minion gains it, and learns this.
-  **Plague Doctor & Goblin**
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.
-  **Plague Doctor & Boomdandy**
If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.

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  **Preacher**
- 3  **Witch**
- 4  **Fearmonger**
- 5  **Imp**
- 6  **Pukka**
- 7  **No Dashii**
- 8  **Vortex**
- 9  **Sweetheart**
- 10  **Sage**
- 11  **Flowergirl**
- 12  **Town Crier**
- 13  **Bounty Hunter**
- 14  **Nightwatchman**
- 15  **Chambermaid**
- 16  **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		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.
5		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
6		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.
7		Pukka The Pukka points to a player. That player is poisoned.
8		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
9		Noble Point to 3 players including one evil player, in no particular order.
10		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.
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.

Other Nights

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1		Dusk Start the Night Phase.
2		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.
3		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
4		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.
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		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
7		No Dashii The No Dashii points to a player. That player dies.
8		Vortex The Vortex points to a player. That player dies.
9		Sweetheart Choose a player that is drunk.
10		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
11		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
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		Bounty Hunter If the known evil player has died, point to another evil player.
14		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.
15		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.
16		Dawn Wait for a few seconds. End the Night Phase.