

TOWNSFOLK



Clockmaker

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



Grandmother

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



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Innkeeper

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



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Artist

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



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Philosopher

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



Sage

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



Cannibal

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



Acrobat

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

OUTSIDER



Recluse

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



Mutant

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



Moonchild

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

MINION



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Assassin

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



Baron

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

DEMON



Pukka

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



Shabaloth

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



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

On the High Ropes — by mistmurk

FIRST NIGHT

- 1  **D** Dusk
- 2  **M** Minion Info
- 3  **D** Demon Info
- 4  Philosopher
- 5  Sailor
- 6  Widow
- 7  Courtier
- 8  Snake Charmer
- 9  Devil's Advocate
- 10  Pukka
- 11  Fortune Teller
- 12  Grandmother
- 13  Clockmaker
- 14  **D** Dawn

FABLED, JINXES & LORIC



Recluse & Sage

The Recluse might register as the Demon to the Sage.

FABLED



Djinn

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

OTHER NIGHTS

- 1  **D** Dusk
- 2  Philosopher
- 3  Sailor
- 4  Courtier
- 5  Innkeeper
- 6  Snake Charmer
- 7  Devil's Advocate
- 8  Pukka
- 9  Shabaloth
- 10  Vigormortis
- 11  Assassin
- 12  Gossip
- 13  Acrobat
- 14  Sage
- 15  Professor
- 16  Moonchild
- 17  Grandmother
- 18  Fortune Teller
- 19  **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

On the High Ropes — by mistmurk

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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
7		Courtier The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
8		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
9		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
10		Pukka The Pukka points to a player. That player is poisoned.
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		Grandmother Show the marked character token. Point to the marked player.
13		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

On the High Ropes — by *mistmurk*

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		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
4		Courtier Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
5		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
7		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
8		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9		Shabalothe One player that the Shabalothe chose the previous night might be resurrected. The Shabalothe points to two players. Those players die.
10		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
11		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.
12		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
14		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
15		Professor If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
16		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
17		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
18		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.
19		Dawn Wait for a few seconds. End the Night Phase.