

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.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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.



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Oracle

Each night*, you learn how many dead players are evil.



Philosopher

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



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Slayer

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



Artist

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

OUTSIDER



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Moonchild

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



Sweetheart

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

MINION



Godfather

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



Witch

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



Scarlet Woman

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



Assassin

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

DEMON



Imp

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



Vigormortis

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



No Dashii

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



Pukka

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

Quick Reference

A Bolder Brew — by avalon

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Godfather
- 6  Witch
- 7  Pukka
- 8  Empath
- 9  Fortune Teller
- 10  Grandmother
- 11  Clockmaker
- 12  Dreamer
- 13  Seamstress
- 14  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Innkeeper
- 4  Witch
- 5  Scarlet Woman
- 6  Exorcist
- 7  Imp
- 8  Pukka
- 9  No Dashii
- 10  Vigormortis
- 11  Assassin
- 12  Godfather
- 13  Barber
- 14  Sweetheart
- 15  Moonchild
- 16  Grandmother
- 17  Ravenkeeper
- 18  Empath
- 19  Fortune Teller
- 20  Dreamer
- 21  Oracle
- 22  Seamstress
- 23  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
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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		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		Godfather Show each of the Outsider tokens in play.
6		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
7		Pukka The Pukka points to a player. That player is poisoned.
8		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9		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.
10		Grandmother Show the marked character token. Point to the marked player.
11		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
12		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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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		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
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		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
6		Exorcist The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
7		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.
8		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9		No Dashii The No Dashii points to a player. That player dies.
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		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
13		Barber If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
14		Sweetheart Choose a player that is drunk.
15		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
16		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
17		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
18		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
19		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.
20		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
21		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
22		Seamstress If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
23		Dawn Wait for a few seconds. End the Night Phase.