

TOWNSFOLK



Steward

You start knowing 1 good player.



Grandmother

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



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Dreamer

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



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.



Nightwatchman

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



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Artist

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



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



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.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]

OUTSIDER



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Drunk

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



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Baron

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

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]



Lord of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Lleeche

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

Best Friends — by Mole Union

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  King
- 5  Marionette
- 6  Leech
- 7  Evil Twin
- 8  Mezepheles
- 9  Huntsman
- 10  Damsel
- 11  Amnesiac
- 12  Fortune Teller
- 13  Butler
- 14  Grandmother
- 15  Dreamer
- 16  Nightwatchman
- 17  Dawn

FABLED, JINXES & LORIC



Marionette & Huntsman

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

FABLED



Djinn

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

RECOMMENDED TRAVELLERS



Barista

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



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.



Gnome

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

OTHER NIGHTS

- 1  Dusk
- 2  Mezepheles
- 3  Fang Gu
- 4  Leech
- 5  Choirboy
- 6  Huntsman
- 7  Damsel
- 8  Amnesiac
- 9  Farmer
- 10  Grandmother
- 11  Fortune Teller
- 12  Dreamer
- 13  King
- 14  Nightwatchman
- 15  Butler
- 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

Best Friends — by Mole Union

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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
6		Lleech The Lleech points to a player. Place the Poisoned reminder token.
7		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
8		Mezepheles Show the Mezepheles their secret word.
9		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
10		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
11		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
12		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.
13		Butler The Butler points to a player. Mark that player as 'Master'.
14		Grandmother Show the marked character token. Point to the marked player.
15		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
16		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.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Best Friends — by Mole Union

1		Dusk Start the Night Phase.
2		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
3		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.
4		Lleech The Lleech points to a player. That player dies.
5		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
6		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
7		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
8		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		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.
10		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
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		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13		King If there are more dead than living, show the King a character token of a living 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		Butler The Butler points to a player. Mark that player as 'Master'.
16		Dawn Wait for a few seconds. End the Night Phase.