

TOWNSFOLK



Investigator

You start knowing that 1 of 2 players is a particular Minion.



Grandmother

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



King

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



Sailor

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



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.



Oracle

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



Huntsman

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



Professor

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



Farmer

If you die at night, an alive good player becomes a Farmer.



Ravenkeeper

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



Cannibal

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



Sage

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



Choirboy

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

OUTSIDER



Damsel

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



Goon

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



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Recluse

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



Sweetheart

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

MINION



Poisoner

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



Baron

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



Mezephales

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



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Marionette

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

DEMON



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

If All Live (KS Compatible) — by DUDEMIKE

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  King
- 5  Sailor
- 6  Marionette
- 7  Poisoner
- 8  Cerenovus
- 9  Mezepheles
- 10  Huntsman
- 11  Damsel
- 12  Investigator
- 13  Empath
- 14  Fortune Teller
- 15  Grandmother
- 16  D Dawn

FABLED, JINXES & LORIC



Recluse & Sage

The Recluse might register as the Demon to the Sage.



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.

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Poisoner
- 4  Cerenovus
- 5  Mezepheles
- 6  Al-Hadikhia
- 7  Sweetheart
- 8  Sage
- 9  Professor
- 10  Choirboy
- 11  Huntsman
- 12  Damsel
- 13  Farmer
- 14  Grandmother
- 15  Ravenkeeper
- 16  Empath
- 17  Fortune Teller
- 18  Oracle
- 19  King
- 20  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

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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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		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.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
9		Mezepheles Show the Mezepheles their secret word.
10		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.
11		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
12		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
13		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
14		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.
15		Grandmother Show the marked character token. Point to the marked player.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

If All Live (KS Compatible) — by DUDEMIKE

1		Dusk Start the Night Phase.
2		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.
3		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
5		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.
6		Al-Hadikhia The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
7		Sweetheart Choose a player that is drunk.
8		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
9		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.
10		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
11		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.
12		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
13		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.
14		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
15		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
16		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
17		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.
18		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
19		King If there are more dead than living, show the King a character token of a living player.
20		Dawn Wait for a few seconds. End the Night Phase.