

TOWNSFOLK



Grandmother

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



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Investigator

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



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.



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Fisherman

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



Gossip

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



Fool

The first time you die, you don't.



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Tea Lady

If both your alive neighbours are good, they can't die.



Pacifist

Executed good players might not die.



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

OUTSIDER



Recluse

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



Barber

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



Tinker

You might die at any time.



Drunk

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

MINION



Godfather

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



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Boomdandy

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



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Li'l Monsta

Each night, Minions choose who babysits Li'l Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Shabaloth

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



Lleech

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

Trust Fall v1.1 — by Kinky Joe

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Sailor
- 5  Lil' Monsta
- 6  Leech
- 7  Godfather
- 8  Amnesiac
- 9  Investigator
- 10  Fortune Teller
- 11  Grandmother
- 12  Bounty Hunter
- 13  Spy
- 14  Dawn

FABLED, JINXES & LORIC



Lil' Monsta & Vizier

If the Vizier is babysitting Lil' Monsta, they die when executed.



Vizier & Investigator

The Storyteller doesn't declare the Vizier is in play.

FABLED



Djinn

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

RECOMMENDED TRAVELLERS



Butcher

Each day, after the 1st execution, you may nominate again.



Gangster

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Scapegoat

If a player of your alignment is executed, you might be executed instead.



Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Gambler
- 4  Pit-Hag
- 5  Shabalothe
- 6  Leech
- 7  Lil' Monsta
- 8  Godfather
- 9  Gossip
- 10  Barber
- 11  Amnesiac
- 12  Tinker
- 13  Grandmother
- 14  Fortune Teller
- 15  Bounty Hunter
- 16  Spy
- 17  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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6		Lleech The Lleech points to a player. Place the Poisoned reminder token.
7		Godfather Show each of the Outsider tokens in play.
8		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
10		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.
11		Grandmother Show the marked character token. Point to the marked player.
12		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.
13		Spy Show the Grimoire to the Spy for as long as they need.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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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		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
5		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
6		Lleech The Lleech points to a player. That player dies.
7		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
8		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
9		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
10		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.
11		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
12		Tinker The Tinker might die.
13		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
14		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.
15		Bounty Hunter If the known evil player has died, point to another evil player.
16		Spy Show the Grimoire to the Spy for as long as they need.
17		Dawn Wait for a few seconds. End the Night Phase.