

TOWNSFOLK



Grandmother

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



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Chef

You start knowing how many pairs of evil players there are.



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.



Oracle

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



Courtier

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



Philosopher

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



Snake Charmer

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



Farmer

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



Town Crier

Each night*, you learn if a Minion nominated today.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Acrobat

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

OUTSIDER



Drunk

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



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.

MINION



Godfather

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



Poisoner

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



Scarlet Woman

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



Pit-Hag

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

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]



Pukka

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

Quick Reference

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FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Poisoner
- 6  Courtier
- 7  Snake Charmer
- 8  Godfather
- 9  Pukka
- 10  Chef
- 11  Empath
- 12  Fortune Teller
- 13  Grandmother
- 14  Noble
- 15  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Poisoner
- 4  Courtier
- 5  Innkeeper
- 6  Snake Charmer
- 7  Pit-Hag
- 8  Scarlet Woman
- 9  Imp
- 10  Pukka
- 11  Vigormortis
- 12  Godfather
- 13  Acrobat
- 14  Barber
- 15  Farmer
- 16  Grandmother
- 17  Empath
- 18  Fortune Teller
- 19  Town Crier
- 20  Oracle
- 21  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		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		Poisoner The Poisoner points to a player. That player is poisoned.
6		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.
7		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.
8		Godfather Show each of the Outsider tokens in play.
9		Pukka The Pukka points to a player. That player is poisoned.
10		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
11		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
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		Grandmother Show the marked character token. Point to the marked player.
14		Noble Point to 3 players including one evil player, in no particular order.
15		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		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
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		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.
8		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
9		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.
10		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
11		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.
12		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
13		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
14		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.
15		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.
16		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
17		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
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		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
20		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
21		Dawn Wait for a few seconds. End the Night Phase.