

TOWNSFOLK



Investigator

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Sailor

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



Flowergirl

Each night*, you learn if a Demon voted today.



Oracle

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



Gambler

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



Exorcist

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



Artist

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



Slayer

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



Ravenkeeper

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



Mayor

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



Fool

The first time you die, you don't.

OUTSIDER



Goon

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Saint

If you die by execution, your team loses.



Damsel

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

MINION



Assassin

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



Poisoner

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



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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.

DEMON



Imp

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



No Dashii

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



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Vigormortis

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

Quick Reference

NoDiViZo — by Fabout

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Sailor
- 5  Poisoner
- 6  Devil's Advocate
- 7  Evil Twin
- 8  Damsel
- 9  Librarian
- 10  Investigator
- 11  Clockmaker
- 12  D Dawn

FABLED, JINXES & LORIC



Plague Doctor & Evil Twin

If the Storyteller would gain the Evil Twin ability, a player becomes the Evil Twin.

FABLED



Djinn

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

OTHER NIGHTS

- 1  D Dusk
- 2  Sailor
- 3  Poisoner
- 4  Gambler
- 5  Devil's Advocate
- 6  Exorcist
- 7  Imp
- 8  Zombuul
- 9  No Dashii
- 10  Vigormortis
- 11  Assassin
- 12  Damsel
- 13  Ravenkeeper
- 14  Flowergirl
- 15  Oracle
- 16  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

NoDiViZo — by Fabout

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		Poisoner The Poisoner points to a player. That player is poisoned.
6		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
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		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
9		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
10		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
11		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

NoDiViZo — by Fabout

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		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
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		Zombuul If no-one died during the day: The Zombuul points to a player. That 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		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
13		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
14		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
15		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
16		Dawn Wait for a few seconds. End the Night Phase.