

TOWNSFOLK



Steward

You start knowing 1 good player.



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.



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



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.



Town Crier

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



Oracle

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Fisherman

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



Philosopher

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



Farmer

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



Cannibal

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

OUTSIDER



Plague Doctor



When you die, the Storyteller gains a Minion ability.



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.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



Spy

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



Baron

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



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Scarlet Woman

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



Marionette

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

DEMON



No Dashii

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



Imp

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



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

Contagious — by Milk

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Philosopher**
- 5  **Marionette**
- 6  **Chef**
- 7  **Fortune Teller**
- 8  **Noble**
- 9  **Spy**
- 10  **Dawn**

FABLED, JINXES & LORIC

-  **Plague Doctor & Spy**
If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.
-  **Plague Doctor & Scarlet Woman**
If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.
-  **Plague Doctor & Baron**
If the Storyteller would gain the Baron ability, up to two players become Outsiders.
-  **Cannibal & Juggler**
If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.
-  **Plague Doctor & Goblin**
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.
-  **Plague Doctor & Marionette**
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

FABLED

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

OTHER NIGHTS

- 1  **Dusk**
- 2  **Philosopher**
- 3  **Scarlet Woman**
- 4  **Imp**
- 5  **No Dashii**
- 6  **Vortex**
- 7  **Barber**
- 8  **Farmer**
- 9  **Fortune Teller**
- 10  **Town Crier**
- 11  **Oracle**
- 12  **Juggler**
- 13  **Spy**
- 14  **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

Contagious — by Milk

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		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		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
7		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.
8		Noble Point to 3 players including one evil player, in no particular order.
9		Spy Show the Grimoire to the Spy for as long as they need.
10		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Contagious — by Milk

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		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
4		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.
5		No Dashii The No Dashii points to a player. That player dies.
6		Vortex The Vortex points to a player. That player dies.
7		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.
8		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.
9		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.
10		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).
11		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
12		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
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.