

TOWNSFOLK



Librarian

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



Clockmaker

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



Grandmother

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



Gossip

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Undertaker

Each night*, you learn which character died by execution today.



Gambler

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



Ballooning

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Slayer

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



Artist

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



Philosopher

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



Tea Lady

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



Fool

The first time you die, you don't.



Amnesiac

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



Acrobat

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

OUTSIDER



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Drunk

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Recluse

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



Tinker

You might die at any time.

MINION



Baron

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



Godfather

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



Devil's Advocate

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



Poisoner

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

DEMON



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

Amberville — by h3oCharles

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Philosopher**
- 5  **Poisoner**
- 6  **Godfather**
- 7  **Devil's Advocate**
- 8  **Amnesiac**
- 9  **Librarian**
- 10  **Butler**
- 11  **Grandmother**
- 12  **Clockmaker**
- 13  **Balloonist**
- 14  **Dawn**

FABLED, JINXES & LORIC

FABLED

-  **Angel**
Something bad might happen to whoever is most responsible for the death of a new player.
-  **Buddhist**
For the first 2 minutes of each day, veteran players may not talk.
-  **Hell's Librarian**
Something bad might happen to whoever talks when the Storyteller has asked for silence.
-  **Revolutionary**
2 neighboring players are known to be the same alignment. Once per game, 1 of them registers falsely.
-  **Fiddler**
Once per game, the Demon secretly chooses an opposing player: all players choose which of these 2 players win.

LORIC

-  **Storm Catcher**
Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

RECOMMENDED TRAVELLERS

-  **Apprentice**
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).
-  **Barista**
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.
-  **Bone Collector**
Once per game, at night, choose a dead player: they regain their ability until dusk.
-  **Deviant**
If you were funny today, you cannot die by exile.
-  **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.
-  **Thief**
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Philosopher**
- 3  **Poisoner**
- 4  **Innkeeper**
- 5  **Gambler**
- 6  **Devil's Advocate**
- 7  **Fang Gu**
- 8  **Godfather**
- 9  **Gossip**
- 10  **Acrobat**
- 11  **Amnesiac**
- 12  **Tinker**
- 13  **Moonchild**
- 14  **Grandmother**
- 15  **Undertaker**
- 16  **Balloonist**
- 17  **Butler**
- 18  **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

Amberville — by h3oCharles

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		Godfather Show each of the Outsider tokens in play.
7		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
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		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
10		Butler The Butler points to a player. Mark that player as 'Master'.
11		Grandmother Show the marked character token. Point to the marked player.
12		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
13		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Amberville — by h3oCharles

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		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
6		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
7		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
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		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
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		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
14		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
15		Undertaker If a player was executed today: Show that player's character token.
16		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
17		Butler The Butler points to a player. Mark that player as 'Master'.
18		Dawn Wait for a few seconds. End the Night Phase.