

TOWNSFOLK



Clockmaker

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



Investigator

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



Noble

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



Artist

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



Fisherman

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



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Fool

The first time you die, you don't.



Sailor

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



Tea Lady

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



Cannibal

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



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Oracle

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

OUTSIDER



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Recluse

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



Snitch

Minions start knowing 3 not-in-play characters.



Tinker

You might die at any time.

MINION



Baron

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



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.



Spy

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

DEMON



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



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.



Zombuul

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



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

Expendable! — by P'ter

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Snitch
- 5  Sailor
- 6  Leech
- 7  Devil's Advocate
- 8  Evil Twin
- 9  Pixie
- 10  Investigator
- 11  Clockmaker
- 12  Seamstress
- 13  Noble
- 14  Spy
- 15  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Devil's Advocate
- 4  Lycanthrope
- 5  Legion
- 6  Zombuul
- 7  Po
- 8  Leech
- 9  Tinker
- 10  Oracle
- 11  Seamstress
- 12  Spy
- 13  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

Expendable! — by P'ter

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		Snitch After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		Lleech The Lleech points to a player. Place the Poisoned reminder token.
7		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		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.
9		Pixie Show the Pixie 1 in-play Townsfolk character token.
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		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
13		Noble Point to 3 players including one evil player, in no particular order.
14		Spy Show the Grimoire to the Spy for as long as they need.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Expendable! — by P'ter

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		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
5		Legion Choose a player, that player dies.
6		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
7		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
8		Leech The Leech points to a player. That player dies.
9		Tinker The Tinker might die.
10		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
11		Seamstress If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
12		Spy Show the Grimoire to the Spy for as long as they need.
13		Dawn Wait for a few seconds. End the Night Phase.