

TOWNSFOLK



Amnesiac

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



Fool

The first time you die, you don't.



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.



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.



Lycanthrope

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



Mayor

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Noble

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



Pacifist

Executed good players might not die.



Sailor

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



Soldier

You are safe from the Demon.



Tea Lady

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

OUTSIDER



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Drunk

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



Goon

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



Tinker

You might die at any time.

MINION



Assassin

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



Devil's Advocate

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



Pit-Hag

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



Poisoner

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

DEMON



Imp

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



Po

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



Pukka

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



Zombuul

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

Quick Reference

To Death or Not to Death? — by MRam21

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Sailor
- 5  Poisoner
- 6  Devil's Advocate
- 7  Pukka
- 8  Amnesiac
- 9  Fortune Teller
- 10  Noble
- 11  D Dawn

FABLED, JINXES & LORIC



Pit-Hag & Goon

If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Poisoner
- 4  Innkeeper
- 5  Monk
- 6  Devil's Advocate
- 7  Pit-Hag
- 8  Lycanthrope
- 9  Imp
- 10  Zombuul
- 11  Pukka
- 12  Po
- 13  Assassin
- 14  Gossip
- 15  Barber
- 16  Amnesiac
- 17  Tinker
- 18  Fortune Teller
- 19  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

To Death or Not to Death? — by MRam21

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		Pukka The Pukka points to a player. That player is poisoned.
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		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.
10		Noble Point to 3 players including one evil player, in no particular order.
11		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

To Death or Not to Death? — by MRam21

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		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
6		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
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		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
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		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
11		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
12		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
13		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.
14		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
15		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.
16		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
17		Tinker The Tinker might die.
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		Dawn Wait for a few seconds. End the Night Phase.