

TOWNSFOLK



Washerwoman

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



Clockmaker

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



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Undertaker

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



Monk

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



Fisherman

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



Slayer

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



Philosopher

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



Amnesiac

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



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.

OUTSIDER



Butler

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



Mutant

If you are "mad" about being an Outsider, you might be executed.



Recluse

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



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Marionette

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



Spy

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



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



Scarlet Woman

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

DEMON



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.



No Dashii

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

Quick Reference

Getting the Vote Out — by Piranha

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Marionette
- 6  Snake Charmer
- 7  Mezepheles
- 8  Amnesiac
- 9  Washerwoman
- 10  Empath
- 11  Butler
- 12  Clockmaker
- 13  Spy
- 14  Mathematician
- 15  Dawn

FABLED, JINXES & LORIC



Mathematician & Marionette

The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

FABLED



Sentinel

There might be 1 extra or 1 fewer Outsider in play.



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Snake Charmer
- 4  Monk
- 5  Mezepheles
- 6  Scarlet Woman
- 7  Imp
- 8  No Dashii
- 9  Vortex
- 10  Amnesiac
- 11  Ravenkeeper
- 12  Empath
- 13  Undertaker
- 14  Butler
- 15  Spy
- 16  Mathematician
- 17  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

Getting the Vote Out — by Piranha

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		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
7		Mezephheles Show the Mezephheles their secret word.
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		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
10		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		Butler The Butler points to a player. Mark that player as 'Master'.
12		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
13		Spy Show the Grimoire to the Spy for as long as they need.
14		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Getting the Vote Out — by Piranha

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		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
4		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
5		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
6		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
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		No Dashi The No Dashi points to a player. That player dies.
9		Vortex The Vortex points to a player. That player dies.
10		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
12		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
13		Undertaker If a player was executed today: Show that player's character token.
14		Butler The Butler points to a player. Mark that player as 'Master'.
15		Spy Show the Grimoire to the Spy for as long as they need.
16		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
17		Dawn Wait for a few seconds. End the Night Phase.