

TOWNSFOLK



Noble

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



Pixie

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



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Balloonist

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



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



High Priestess

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



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Fisherman

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



Amnesiac

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



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.



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Golem

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



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



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.



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]

MINION



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Marionette

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



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

DEMON



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Leech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



No Dashii

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

Quick Reference

I Like Your Hat' — by fanfan

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Poppy Grower**
- 5  **Marionette**
- 6  **Preacher**
- 7  **Lil' Monsta**
- 8  **Leech**
- 9  **Pixie**
- 10  **Amnesiac**
- 11  **Noble**
- 12  **Balloonist**
- 13  **Cult Leader**
- 14  **Dawn**

FABLED, JINXES & LORIC

-  **Boffin & Village Idiot**
If there is a spare token, the Boffin can give the Demon the Village Idiot ability.
-  **Lil' Monsta & Hatter**
If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.
-  **Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.
-  **Boffin & Cult Leader**
If the Demon has the Cult Leader ability, they can't turn good due to this ability.
-  **Lil' Monsta & Poppy Grower**
If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.
-  **Marionette & Lil' Monsta**
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

FABLED

-  **Djinn**
Use the Djinn's special rule. All players know what it is.
-  **Spirit of Ivory**
There can't be more than 1 extra evil player.

RECOMMENDED TRAVELLERS

-  **Cacklejack**
Each day, choose a player: a different player changes character tonight.
-  **Gangster**
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.
-  **Gnome**
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poppy Grower**
- 3  **Preacher**
- 4  **No Dashii**
- 5  **Leech**
- 6  **Lil' Monsta**
- 7  **Amnesiac**
- 8  **Farmer**
- 9  **Balloonist**
- 10  **Cult Leader**
- 11  **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

I Like Your Hat' — by fanfan

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		Poppy Grower Do not inform the Demon/Minions who each other are
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		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
7		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
8		Lleech The Lleech points to a player. Place the Poisoned reminder token.
9		Pixie Show the Pixie 1 in-play Townsfolk character token.
10		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Noble Point to 3 players including one evil player, in no particular order.
12		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.
13		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
4		No Dashii The No Dashii points to a player. That player dies.
5		Lleech The Lleech points to a player. That player dies.
6		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
7		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
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		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.
10		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
11		Dawn Wait for a few seconds. End the Night Phase.