

TOWNSFOLK



Steward

You start knowing 1 good player.



Investigator

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



Sailor

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



Balloonist

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



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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.



Undertaker

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



Slayer

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



Fisherman

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



Mathematician

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



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Poppy Grower

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

OUTSIDER



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.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Goon

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



Sweetheart

When you die, 1 player is drunk from now on.

MINION



Poisoner

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



Godfather

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



Boomdandy

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



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMON



Lleeche

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.



Pukka

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



Imp

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

Quick Reference

Steiner math — by Gibbo

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Poppy Grower**
- 5  **Lunatic**
- 6  **Sailor**
- 7  **Lleech**
- 8  **Poisoner**
- 9  **Widow**
- 10  **Courtier**
- 11  **Godfather**
- 12  **Pukka**
- 13  **Investigator**
- 14  **Fortune Teller**
- 15  **Balloonist**
- 16  **Bounty Hunter**
- 17  **Chambermaid**
- 18  **Mathematician**
- 19  **Dawn**

FABLED, JINXES & LORIC



Lleech & Slayer

If the Slayer slays the Lleech host, the host dies.



Mathematician & Chambermaid

The Chambermaid can detect if the Mathematician will wake tonight.



Mathematician & Lunatic

The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.



Widow & Poppy Grower

If the Poppy Grower has their ability, the Widow does not see the Grimoire.

FABLED



Djinn

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

LORIC



Storm Catcher

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

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poppy Grower**
- 3  **Sailor**
- 4  **Poisoner**
- 5  **Courtier**
- 6  **Lunatic**
- 7  **Imp**
- 8  **Pukka**
- 9  **No Dashii**
- 10  **Lleech**
- 11  **Godfather**
- 12  **Sweetheart**
- 13  **Fortune Teller**
- 14  **Undertaker**
- 15  **Balloonist**
- 16  **Bounty Hunter**
- 17  **Chambermaid**
- 18  **Mathematician**
- 19  **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

Steiner math — by Gibbo

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		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
6		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
7		Lleech The Lleech points to a player. Place the Poisoned reminder token.
8		Poisoner The Poisoner points to a player. That player is poisoned.
9		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
10		Courtier The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
11		Godfather Show each of the Outsider tokens in play.
12		Pukka The Pukka points to a player. That player is poisoned.
13		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
14		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.
15		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.
16		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
17		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
18		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
19		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Steiner math — by Gibbo

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		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.
4		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Courtier Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
6		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
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		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9		No Dashii The No Dashii points to a player. That player dies.
10		Lleech The Lleech points to a player. That player dies.
11		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
12		Sweetheart Choose a player that is drunk.
13		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.
14		Undertaker If a player was executed today: Show that player's character token.
15		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.
16		Bounty Hunter If the known evil player has died, point to another evil player.
17		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
18		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
19		Dawn Wait for a few seconds. End the Night Phase.