

TOWNSFOLK



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Slayer

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



Chef

You start knowing how many pairs of evil players there are.



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Poppy Grower

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

OUTSIDER



Drunk

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



Snitch

Minions start knowing 3 not-in-play characters.

MINION



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Poisoner

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

DEMON



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

I Nominate James — by El Oso

FIRST NIGHT

- 1 **D** Dusk
- 2 **M** Minion Info
- 3 **D** Demon Info
- 4  Poppy Grower
- 5  Snitch
- 6  Poisoner
- 7  Chef
- 8 **D** Dawn

FABLED, JINXES & LORIC

FABLED



Hell's Librarian

Something bad might happen to whoever talks when the Storyteller has asked for silence.

OTHER NIGHTS

- 1 **D** Dusk
- 2  Poppy Grower
- 3  Poisoner
- 4  Zombuul
- 5  Juggler
- 6 **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

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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		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.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
8		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  **Poisoner**
| The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
- 4  **Zombuul**
| If no-one died during the day: The Zombuul points to a player. That player dies.
- 5  **Juggler**
| If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
- 6  **Dawn**
| Wait for a few seconds. End the Night Phase.