TOWNSFOLK



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Balloonist

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



Chambermaid

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



Village Idiot

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



Snake Charmer

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



Cult Leader

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



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.



Lycanthrope

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



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Philosopher

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



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Fool

The first time you die, you don't.



Poppy Grower

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

OUTSIDER



Sweetheart

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Hatter

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



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



Harpy

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



Assassin

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



Goblin

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



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.



Boffin

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

DEMON



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

3XK — by ~Cam~

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poppy Grower
6. Snake Charmer
7. Grandmother
8. Balloonist
9. Cult Leader
10. Chambermaid
11. Dawn

FABLED, JINXES & LORIC

Boffin & Village Idiot
If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

Boffin & Cult Leader
If the Demon has the Cult Leader ability, they can't turn good due to this ability.

Boffin & Heretic
The Demon cannot have the Heretic ability.

Plague Doctor & Goblin
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

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. Poppy Grower
4. Snake Charmer
5. Lycanthrope
6. Al-Hadikhia
7. Assassin
8. Acrobat
9. Sweetheart
10. Grandmother
11. Balloonist
12. Cult Leader
13. Chambermaid
14. 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 D
Dusk
Start the Night Phase.

2 M
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 D
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 
Poppy Grower
Do not inform the Demon/Minions who each other are

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 
Grandmother
Show the marked character token. Point to the marked player.

8 
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.

9 
Cult Leader
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

10 
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.

11 D
Dawn
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D

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 

Poppy Grower

If the Poppy Grower has died, show the Minions/Demon who each other are.

4 

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.

5 

Lycanthrope

The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

6 

Al-Hadikhia

The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

7 

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.

8 

Acrobat

If a good living neighbour is drunk or poisoned, the Acrobat player dies.

9 

Sweetheart

Choose a player that is drunk.

10 

Grandmother

If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

11 

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.

12 

Cult Leader

If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

13 

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.

14 D

Dawn

Wait for a few seconds. End the Night Phase.