

TOWNSFOLK



Steward

You start knowing 1 good player.



Noble

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



Bounty Hunter

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



Preacher

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



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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.



Nightwatchman

Once per game, at night, choose a player: they learn who you are.



Fisherman

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



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Poppy Grower

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



Atheist

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

OUTSIDER



Hermit

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



Golem

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Snitch

Minions start knowing 3 not-in-play characters.

MINION



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Goblin

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



Boomdandy

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



Boffin

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

DEMON



Lil' Monsta

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



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

Carousel 2 — by juchemz

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Poppy Grower**
- 5  **Snitch**
- 6  **King**
- 7  **Preacher**
- 8  **Lil' Monsta**
- 9  **Noble**
- 10  **Bounty Hunter**
- 11  **Nightwatchman**
- 12  **Dawn**

FABLED, JINXES & LORIC

-  **Bounty Hunter & Kazali**
If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.
-  **Legion & Preacher**
If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.
-  **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.
-  **Plague Doctor & Goblin**
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.
-  **Plague Doctor & Boondandy**
If the Storyteller would gain the Boondandy ability, a player becomes the Boondandy.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poppy Grower**
- 3  **Preacher**
- 4  **Lycanthrope**
- 5  **Legion**
- 6  **Lil' Monsta**
- 7  **Choirboy**
- 8  **King**
- 9  **Bounty Hunter**
- 10  **Nightwatchman**
- 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

Carousel 2 — by juchemz

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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
7		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.
8		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
9		Noble Point to 3 players including one evil player, in no particular order.
10		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.
11		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Carousel 2 — by juchemz

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		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
5		Legion Choose 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		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
8		King If there are more dead than living, show the King a character token of a living player.
9		Bounty Hunter If the known evil player has died, point to another evil player.
10		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
11		Dawn Wait for a few seconds. End the Night Phase.