

TOWNSFOLK



Noble

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Pixie

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



King

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



Cult Leader

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



Flowergirl

Each night*, you learn if a Demon voted today.



Oracle

Each night*, you learn how many dead players are evil.



Amnesiac

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



Nightwatchman

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



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Choirboy

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



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Cannibal

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

OUTSIDER



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Mutant

If you are "mad" about being an Outsider, you might be executed.



Heretic

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



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Drunk

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

MINION



Poisoner

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



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Baron

There are extra Outsiders in play. [+2 Outsiders]



Marionette

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

DEMON



Lleech

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



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

Mayornarchy — by Etreides

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **King**
- 5  **Marionette**
- 6  **Lleech**
- 7  **Poisoner**
- 8  **Witch**
- 9  **Pixie**
- 10  **Huntsman**
- 11  **Damsel**
- 12  **Amnesiac**
- 13  **Clockmaker**
- 14  **Noble**
- 15  **Nightwatchman**
- 16  **Cult Leader**
- 17  **Dawn**

FABLED, JINXES & LORIC



Heretic & Baron

Only 1 jinxed character can be in play.



Marionette & Huntsman

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.



Heretic & Lleech

Only 1 jinxed character can be in play.

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.

RECOMMENDED TRAVELLERS



Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.



Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poisoner**
- 3  **Witch**
- 4  **Fang Gu**
- 5  **Vortex**
- 6  **Lleech**
- 7  **Choirboy**
- 8  **Huntsman**
- 9  **Damsel**
- 10  **Amnesiac**
- 11  **Flowergirl**
- 12  **Oracle**
- 13  **King**
- 14  **Nightwatchman**
- 15  **Cult Leader**
- 16  **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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
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		Lleech The Lleech points to a player. Place the Poisoned reminder token.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
9		Pixie Show the Pixie 1 in-play Townsfolk character token.
10		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
11		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
12		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
14		Noble Point to 3 players including one evil player, in no particular order.
15		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.
16		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Mayornarchy — by Etreides

1		Dusk Start the Night Phase.
2		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
4		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
5		Vortex The Vortex points to a player. That player dies.
6		Lleech The Lleech points to 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		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
9		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
10		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
12		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
13		King If there are more dead than living, show the King a character token of a living player.
14		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.
15		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
16		Dawn Wait for a few seconds. End the Night Phase.