

TOWNSFOLK



Washerwoman

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



Chambermaid

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



Sailor

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



Investigator

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



Alchemist

You have a not-in-play Minion ability.



Atheist

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



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Soldier

You are safe from the Demon.



Tea Lady

If both your alive neighbours are good, they can't die.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Lycanthrope

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



Mayor

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



Fool

The first time you die, you don't.

OUTSIDER



Drunk

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



Tinker

You might die at any time.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Sweetheart

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

MINION



Baron

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



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Goblin

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

DEMON



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Vortex

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



Fang Gu

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



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.

Quick Reference

Have At It — by OG

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Magician
- 6  Sailor
- 7  Leech
- 8  Washerwoman
- 9  Investigator
- 10  Chambermaid
- 11  Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel

There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Innkeeper
- 4  Pit-Hag
- 5  Lycanthrope
- 6  Fang Gu
- 7  No Dashii
- 8  Vortex
- 9  Leech
- 10  Sweetheart
- 11  Tinker
- 12  Chambermaid
- 13  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

Have At It — by OG

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		Alchemist Show the Alchemist a not-in-play Minion token
5		Magician
6		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
7		Leech The Leech points to a player. Place the Poisoned reminder token.
8		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
9		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
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		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Have At It — by OG

1		Dusk Start the Night Phase.
2		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.
3		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
5		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
6		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.
7		No Dashii The No Dashii points to a player. That player dies.
8		Vortex The Vortex points to a player. That player dies.
9		Lleech The Lleech points to a player. That player dies.
10		Sweetheart Choose a player that is drunk.
11		Tinker The Tinker might die.
12		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.
13		Dawn Wait for a few seconds. End the Night Phase.