

TOWNSFOLK



Town Crier

Each night*, you learn if a Minion nominated today.



Innkeeper

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



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.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Amnesiac

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



Slayer

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Farmer

If you die at night, an alive good player becomes a Farmer.



Philosopher

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

OUTSIDER



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Klutz

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



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

MINION



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Witch

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Boomdandy

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



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



No Dashii

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



Lil' Monsta

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

Quick Reference

$p \nmid \beta m Q^{\wedge} \hat{o}$

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Lil' Monsta
- 6  Widow
- 7  Evil Twin
- 8  Witch
- 9  Pukka
- 10  Amnesiac
- 11  Librarian
- 12  Empath
- 13  Dreamer
- 14  Balloonist
- 15  Chambermaid
- 16  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Innkeeper
- 4  Witch
- 5  Pukka
- 6  No Dashii
- 7  Lil' Monsta
- 8  Gossip
- 9  Barber
- 10  Amnesiac
- 11  Farmer
- 12  Empath
- 13  Dreamer
- 14  Town Crier
- 15  Balloonist
- 16  Chambermaid
- 17  Dawn

PLAYER COUNT

[illegible]

First Night

pbBmQ^ ô

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		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		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
7		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
8		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
9		Pukka The Pukka points to a player. That player is poisoned.
10		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
12		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
14		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.
15		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.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

pbBmQ^ ô

1		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		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
6		No Dashii The No Dashii points to a player. That player dies.
7		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.
8		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
9		Barber If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
10		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Farmer If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
12		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
15		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.
16		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.
17		Dawn Wait for a few seconds. End the Night Phase.