

TOWNSFOLK



Investigator

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



Librarian

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



Bounty Hunter

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



Balloonist

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



Flowergirl

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



Undertaker

Each night*, you learn which character died by execution today.



Lycanthrope

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



Gossip

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Amnesiac

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



Alchemist

You have a not-in-play Minion ability.



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



Saint

If you die by execution, your team loses.



Recluse

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



Drunk

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



Golem

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

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Witch

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



Pit-Hag

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



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.



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Pukka

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



Lil' Monsta

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



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

Vizier-real Disease — by Etreides

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Alchemist
- 5  Poppy Grower
- 6  Lil' Monsta
- 7  Godfather
- 8  Witch
- 9  Pukka
- 10  Amnesiac
- 11  Librarian
- 12  Investigator
- 13  Balloonist
- 14  Bounty Hunter
- 15  D Dawn

FABLED, JINXES & LORIC



Lil' Monsta & Vizier

If the Vizier is babysitting Lil' Monsta, they die when executed.



Alchemist & Organ Grinder

If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.



Vizier & Investigator

The Storyteller doesn't declare the Vizier is in play.



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.

FABLED



Djinn

Use the Djinn's special rule. All players know what it is.

RECOMMENDED TRAVELLERS



Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.



Butcher

Each day, after the 1st execution, you may nominate again.



Gangster

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.



Judge

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



Voudon

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Witch
- 4  Pit-Hag
- 5  Lycanthrope
- 6  Legion
- 7  Pukka
- 8  Lil' Monsta
- 9  Godfather
- 10  Gossip
- 11  Amnesiac
- 12  Undertaker
- 13  Flowergirl
- 14  Balloonist
- 15  Bounty Hunter
- 16  D 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

Vizier-real Disease — by Etreides

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		Poppy Grower Do not inform the Demon/Minions who each other are
6		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7		Godfather Show each of the Outsider tokens in play.
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		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
13		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.
14		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.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Vizier-real Disease — by Etreides

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
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		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		Legion Choose a player, that player dies.
7		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
8		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.
9		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
10		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
11		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
12		Undertaker If a player was executed today: Show that player's character token.
13		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
14		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.
15		Bounty Hunter If the known evil player has died, point to another evil player.
16		Dawn Wait for a few seconds. End the Night Phase.