

TOWNSFOLK



Steward

You start knowing 1 good player.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Mayor

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

OUTSIDER



Klutz

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



Barber

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

MINION



Spy

Each night, you see the Grimoire. You might register as good & as a Townfolk or Outsider, even if dead.



Poisoner

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

DEMON



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

Townfolk's Dilemma — by Khinoe

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Poisoner
- 5  Fortune Teller
- 6  Spy
- 7  D Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel

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

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Monk
- 4  Al-Hadikhia
- 5  Barber
- 6  Ravenkeeper
- 7  Fortune Teller
- 8  Juggler
- 9  Spy
- 10  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

Townfolk's Dilemma — by Khinoe

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		Poisoner The Poisoner points to a player. That player is poisoned.
5		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
6		Spy Show the Grimoire to the Spy for as long as they need.
7		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Townfolk's Dilemma — by Khinoe

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		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
4		Al-Hadikhia The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
5		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.
6		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
7		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
8		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
9		Spy Show the Grimoire to the Spy for as long as they need.
10		Dawn Wait for a few seconds. End the Night Phase.