

TOWNSFOLK



Noble

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



Pixie

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



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



King

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



Town Crier

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



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Slayer

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



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Soldier

You are safe from the Demon.



Choirboy

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



Magician

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

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.



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Mutant

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

MINION



Godfather

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



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Goblin

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Pukka

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



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

Don't Tap the Glass — by Emi

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Magician
- 5  King
- 6  Godfather
- 7  Cerenovus
- 8  Pukka
- 9  Pixie
- 10  Noble
- 11  General
- 12  Dawn

FABLED, JINXES & LORIC

-  **Yaggababble & Exorcist**
If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.
-  **Cerenovus & Goblin**
The Cerenovus may choose to make a player mad that they are the Goblin.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Cerenovus
- 3  Scarlet Woman
- 4  Exorcist
- 5  Pukka
- 6  Po
- 7  Godfather
- 8  Choirboy
- 9  Tinker
- 10  Moonchild
- 11  Town Crier
- 12  King
- 13  General
- 14  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

Don't Tap the Glass — by Emi

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		Magician
5		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		Godfather Show each of the Outsider tokens in play.
7		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
8		Pukka The Pukka points to a player. That player is poisoned.
9		Pixie Show the Pixie 1 in-play Townsfolk character token.
10		Noble Point to 3 players including one evil player, in no particular order.
11		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Don't Tap the Glass — by Emi

1		Dusk Start the Night Phase.
2		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
3		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
4		Exorcist The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
5		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
6		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
7		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
8		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
9		Tinker The Tinker might die.
10		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
11		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).
12		King If there are more dead than living, show the King a character token of a living player.
13		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14		Dawn Wait for a few seconds. End the Night Phase.