

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Librarian

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



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.



Dreamer

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



Oracle

Each night*, you learn how many dead players are evil.



Savant

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



Alsaahir

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



Artist

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



Fisherman

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



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Farmer

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



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDER



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Recluse

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



Mutant

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

MINION



Spy

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



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Witch

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



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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]

Quick Reference

The Off Switch — by Adge

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Witch
- 5  Pixie
- 6  Librarian
- 7  Chef
- 8  Butler
- 9  Dreamer
- 10  Spy
- 11  General
- 12  Dawn

FABLED, JINXES & LORIC



Vortex & Banshee

If the Vortex kills the Banshee, all players learn that the Banshee has died.



Cannibal & Butler

If the Cannibal gains the Butler ability, the Cannibal learns this.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Witch
- 3  Fang Gu
- 4  Vortex
- 5  Farmer
- 6  Dreamer
- 7  Oracle
- 8  Butler
- 9  Spy
- 10  General
- 11  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

The Off Switch — by Adge

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		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
5		Pixie Show the Pixie 1 in-play Townsfolk character token.
6		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
7		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
8		Butler The Butler points to a player. Mark that player as 'Master'.
9		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		Spy Show the Grimoire to the Spy for as long as they need.
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

The Off Switch — by Adge

1		Dusk Start the Night Phase.
2		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
3		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.
4		Vortex The Vortex points to a player. That player dies.
5		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.
6		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
7		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
8		Butler The Butler points to a player. Mark that player as 'Master'.
9		Spy Show the Grimoire to the Spy for as long as they need.
10		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
11		Dawn Wait for a few seconds. End the Night Phase.