

## TOWNSFOLK



### Chef

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



### Washerwoman

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



### Balloonist

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



### Village Idiot

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



### Innkeeper

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



### Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



### Acrobat

Each night\*, if either good living neighbour is drunk or poisoned, you die.



### Savant

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



### Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



### Philosopher

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



### Amnesiac

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



### Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



### Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.

## OUTSIDER



### Hermit

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



### Barber

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

## MINION



### Poisoner

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



### Cerenovus

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



### Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



### 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.

## 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.



### Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

# Quick Reference

*Drinking on the Job — by Sinilintu7*

## FIRST NIGHT

- 1  **D** Dusk
- 2  **M** Minion Info
- 3  **D** Demon Info
- 4  **Philosopher**
- 5  **Poppy Grower**
- 6  **Marionette**
- 7  **Poisoner**
- 8  **Courtier**
- 9  **Cerenovus**
- 10  **Pukka**
- 11  **Amnesiac**
- 12  **Washerwoman**
- 13  **Chef**
- 14  **Balloonist**
- 15  **D** Dawn

## FABLED, JINXES & LORIC



### Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

### FABLED



### Djinn

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

### LORIC



### Zenomancer

One or more players each have a goal. When achieved, that player learns a piece of true info.

### 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.



### Harlot

Each night\*, choose a living player: if they agree, you learn their character, but you both might die.



### Apprentice

On your 1st night, you gain a Townfolk ability (if good), or a Minion ability (if evil).



### Deviant

If you were funny today, you cannot die by exile.



### Gnome

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

## OTHER NIGHTS

- 1  **D** Dusk
- 2  **Philosopher**
- 3  **Poppy Grower**
- 4  **Poisoner**
- 5  **Courtier**
- 6  **Innkeeper**
- 7  **Gambler**
- 8  **Cerenovus**
- 9  **Pukka**
- 10  **No Dashii**
- 11  **Vigormortis**
- 12  **Acrobat**
- 13  **Barber**
- 14  **Amnesiac**
- 15  **Tinker**
- 16  **Balloonist**
- 17  **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

*Drinking on the Job — by Sinilintu7*

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                  |
|----|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                          |
| 2  |    | <b>Minion Info</b><br>  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  |    | <b>Demon Info</b><br>  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  |    | <b>Philosopher</b><br>  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  |    | <b>Poppy Grower</b><br>  Do not inform the Demon/Minions who each other are                                                                                                                                                                                                                                                      |
| 6  |    | <b>Marionette</b><br>  Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.                                                                                                                                                             |
| 7  |    | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                                   |
| 8  |    | <b>Courtier</b><br>  The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.                                                                                                                                |
| 9  |    | <b>Cerenovus</b><br>  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.                      |
| 10 |   | <b>Pukka</b><br>  The Pukka points to a player. That player is poisoned.                                                                                                                                                                                                                                                         |
| 11 |  | <b>Amnesiac</b><br>  Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                       |
| 12 |  | <b>Washerwoman</b><br>  Show the character token of a Townsfolk in play. Point to two players, one of which is that character.                                                                                                                                                                                                   |
| 13 |  | <b>Chef</b><br>  Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.                                                                                                                                                                                                                     |
| 14 |  | <b>Balloonist</b><br>  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 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                    |

# Other Nights

*Drinking on the Job — by Sinilintu7*

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                                                                         |
| 2  |    | <b>Philosopher</b><br>  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  |    | <b>Poppy Grower</b><br>  If the Poppy Grower has died, show the Minions/Demon who each other are.                                                                                                                                                                                                                                                                               |
| 4  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                            |
| 5  |    | <b>Courtier</b><br>  Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.                                                            |
| 6  |    | <b>Innkeeper</b><br>  The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.                                                                                                                                                                                                            |
| 7  |    | <b>Gambler</b><br>  The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.                                                                                                                                                                                                                                                             |
| 8  |    | <b>Cerenovus</b><br>  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.                                                                     |
| 9  |   | <b>Pukka</b><br>  The Pukka points to a player. That player is poisoned. The previously poisoned player dies.                                                                                                                                                                                                                                                                   |
| 10 |  | <b>No Dashii</b><br>  The No Dashii points to a player. That player dies.                                                                                                                                                                                                                                                                                                       |
| 11 |  | <b>Vigormortis</b><br>  The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.                                                                                                                                                                                                           |
| 12 |  | <b>Acrobat</b><br>  If a good living neighbour is drunk or poisoned, the Acrobat player dies.                                                                                                                                                                                                                                                                                   |
| 13 |  | <b>Barber</b><br>  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.                                                             |
| 14 |  | <b>Amnesiac</b><br>  If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                                                                                                            |
| 15 |  | <b>Tinker</b><br>  The Tinker might die.                                                                                                                                                                                                                                                                                                                                        |
| 16 |  | <b>Balloonist</b><br>  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.                                                                                                                       |
| 17 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |