

TOWNSFOLK



Lycanthrope

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



Ravenkeeper

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



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Soldier

You are safe from the Demon.



Monk

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



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Alchemist

You have a not-in-play Minion ability.



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.



Exorcist

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



Magician

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



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Slayer

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

OUTSIDER



Drunk

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Golem

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



Mutant

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

MINION



Goblin

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



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



Scarlet Woman

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



Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Witch

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

DEMON



Po

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



Lil' Monsta

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



Leech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

Kill me first — by Némó

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Alchemist
- 5  Magician
- 6  Lunatic
- 7  Sailor
- 8  Lil' Monsta
- 9  Leech
- 10  Snake Charmer
- 11  Witch
- 12  Fearmonger
- 13  D Dawn

FABLED, JINXES & LORIC

-  **Lil' Monsta & Magician**
If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.
-  **Lleech & Slayer**
If the Slayer slays the Leech host, the host dies.
-  **Lil' Monsta & Scarlet Woman**
If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

FABLED

-  **Sentinel**
There might be 1 extra or 1 fewer Outsider in play.
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Snake Charmer
- 4  Monk
- 5  Witch
- 6  Fearmonger
- 7  Scarlet Woman
- 8  Lunatic
- 9  Exorcist
- 10  Lycanthrope
- 11  Po
- 12  Leech
- 13  Lil' Monsta
- 14  Sage
- 15  Farmer
- 16  Ravenkeeper
- 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

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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		Magician
6		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
7		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
8		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
9		Lleech The Lleech points to a player. Place the Poisoned reminder token.
10		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
11		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
12		Fearmonger The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
4		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
5		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
6		Fearmonger The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
7		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
8		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
9		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.
10		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
11		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
12		Lleech The Lleech points to a player. That player dies.
13		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.
14		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
15		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.
16		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
17		Dawn Wait for a few seconds. End the Night Phase.