

TOWNSFOLK



Philosopher

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



Pixie

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



Poppy Grower

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



Magician

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



Sage

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



Ravenkeeper

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



Gambler

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



Amnesiac

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



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.



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Snake Charmer

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



Dreamer

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

OUTSIDER



Lunatic

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



Drunk

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



Mutant

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



Recluse

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

MINION



Cerenovus

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



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Marionette

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



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

DEMON



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Vigormortis

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



Lleech

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

What the hell am I? — by P'ter

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Alchemist
- 6  Poppy Grower
- 7  Magician
- 8  Lunatic
- 9  Marionette
- 10  Leech
- 11  Snake Charmer
- 12  Evil Twin
- 13  Cerenovus
- 14  Pixie
- 15  Amnesiac
- 16  Dreamer
- 17  Cult Leader
- 18  Dawn

FABLED, JINXES & LORIC



Recluse & Sage

The Recluse might register as the Demon to the Sage.



Pit-Hag & Cult Leader

If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.



Alchemist & Marionette

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.



Magician & Marionette

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Poppy Grower
- 4  Gambler
- 5  Snake Charmer
- 6  Cerenovus
- 7  Pit-Hag
- 8  Lunatic
- 9  Imp
- 10  Fang Gu
- 11  Vigormortis
- 12  Leech
- 13  Sage
- 14  Amnesiac
- 15  Ravenkeeper
- 16  Dreamer
- 17  Cult Leader
- 18  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

What the hell am I? — by P'ter

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		Philosopher 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		Alchemist Show the Alchemist a not-in-play Minion token
6		Poppy Grower Do not inform the Demon/Minions who each other are
7		Magician
8		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.
9		Marionette 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.
10		Leech The Leech points to a player. Place the Poisoned reminder token.
11		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.
12		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
13		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.
14		Pixie Show the Pixie 1 in-play Townsfolk character token.
15		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
16		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
17		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
18		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

What the hell am I? — by P'ter

1		Dusk Start the Night Phase.
2		Philosopher 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		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
4		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5		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.
6		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.
7		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
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		Imp The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
10		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.
11		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townfolk neighbours is poisoned.
12		Lleech The Lleech points to a player. That player dies.
13		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
14		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
15		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
16		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
17		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
18		Dawn Wait for a few seconds. End the Night Phase.