

## TOWNSFOLK



### Noble

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



### Chef

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



### Dreamer

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



### Snake Charmer

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



### Cult Leader

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



### Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



### Amnesiac

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



### Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



### Nightwatchman

Once per game, at night, choose a player: they learn who you are.



### Artist

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



### Courtier

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



### Fisherman

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



### Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

## OUTSIDER



### Snitch

Minions start knowing 3 not-in-play characters.



### Recluse

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



### Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



### Drunk

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

## MINION



### Poisoner

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



### Pit-Hag

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



### Assassin

Once per game, at night\*, choose a player: they die, even if for some reason they could not.



### Marionette

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

## DEMON



### Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

# Quick Reference

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## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Snitch
- 5  Marionette
- 6  Poisoner
- 7  Courtier
- 8  Snake Charmer
- 9  Huntsman
- 10  Damsel
- 11  Amnesiac
- 12  Chef
- 13  Dreamer
- 14  Noble
- 15  Nightwatchman
- 16  Cult Leader
- 17  Leviathan
- 18  Dawn

## FABLED, JINXES & LORIC

-  **Leviathan & Pit-Hag**  
The Leviathan cannot enter play after day 5.
-  **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.
-  **Marionette & Huntsman**  
If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.
-  **Pit-Hag & Damsel**  
If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.
- FABLED**
-  **Djinn**  
Use the Djinn's special rule. All players know what it is.

## OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Courtier
- 4  Snake Charmer
- 5  Pit-Hag
- 6  Assassin
- 7  Gossip
- 8  Huntsman
- 9  Damsel
- 10  Amnesiac
- 11  Dreamer
- 12  Juggler
- 13  Nightwatchman
- 14  Cult Leader
- 15  Leviathan
- 16  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  |    | <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>Snitch</b><br>  After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.                                                                   |
| 5  |    | <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.                                                                                        |
| 6  |    | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                                                                              |
| 7  |    | <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.                                                           |
| 8  |    | <b>Snake Charmer</b><br>  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. |
| 9  |    | <b>Huntsman</b><br>  The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.                                                                   |
| 10 |   | <b>Damsel</b><br>  Wake all the Minions, show them the 'This character selected you' card and the Damsel token.                                                                                                                                             |
| 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>Chef</b><br>  Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.                                                                                                                                                |
| 13 |  | <b>Dreamer</b><br>  The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.                                                                                                                                        |
| 14 |  | <b>Noble</b><br>  Point to 3 players including one evil player, in no particular order.                                                                                                                                                                     |
| 15 |  | <b>Nightwatchman</b><br>  The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.                                                       |
| 16 |  | <b>Cult Leader</b><br>  If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.                                                                                                               |
| 17 |  | <b>Leviathan</b><br>  Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'                                                                                                                                               |
| 18 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                               |

# Other Nights

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                      |
|----|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                              |
| 2  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                 |
| 3  |    | <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. |
| 4  |    | <b>Snake Charmer</b><br>  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.                                                          |
| 5  |    | <b>Pit-Hag</b><br>  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.                                                                 |
| 6  |    | <b>Assassin</b><br>  If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.                                                                                                                                                        |
| 7  |    | <b>Gossip</b><br>  If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.                                                                                                                                                                                    |
| 8  |    | <b>Huntsman</b><br>  The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.                                                                                                                            |
| 9  |    | <b>Damsel</b><br>  If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.                                                                                                                                                                                              |
| 10 |   | <b>Amnesiac</b><br>  If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                                                 |
| 11 |  | <b>Dreamer</b><br>  The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.                                                                                                                                                                                                 |
| 12 |  | <b>Juggler</b><br>  If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.                                                                                                                                                                  |
| 13 |  | <b>Nightwatchman</b><br>  The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.                                                                                                                |
| 14 |  | <b>Cult Leader</b><br>  If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.                                                                                                                                                                        |
| 15 |  | <b>Leviathan</b><br>  Change the Leviathan Day reminder for the next day.                                                                                                                                                                                                                                            |
| 16 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                        |