

## TOWNSFOLK



### Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



### Investigator

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



### Empath

Each night, you learn how many of your 2 alive neighbours are evil.



### Sailor

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



### Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



### Gambler

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



### Monk

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



### Alchemist

You have a not-in-play Minion ability.



### Amnesiac

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



### Cannibal

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



### Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

## OUTSIDER



### Drunk

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



### Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



### Lunatic

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



### Snitch

Minions start knowing 3 not-in-play characters.

## MINION



### Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



### Poisoner

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



### Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



### Marionette

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



### Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

## DEMON



### Imp

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



### 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.



### Lil' Monsta

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



### No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

# Quick Reference

Stein's Scenario 1.1 — by Stein

## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Snitch
- 6  Lunatic
- 7  Sailor
- 8  Marionette
- 9  Lil' Monsta
- 10  Leech
- 11  Poisoner
- 12  Devil's Advocate
- 13  Mezephheles
- 14  Amnesiac
- 15  Investigator
- 16  Empath
- 17  Fortune Teller
- 18  Grandmother
- 19  Clockmaker
- 20  Dawn

## FABLED, JINXES & LORIC



### Lil' Monsta & Psychopath

If the Psychopath is babysitting Lil' Monsta, they die when executed.



### Alchemist & Marionette

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



### Marionette & Lil' Monsta

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

## FABLED



### Djinn

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

## OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Poisoner
- 4  Gambler
- 5  Monk
- 6  Devil's Advocate
- 7  Mezephheles
- 8  Lunatic
- 9  Imp
- 10  No Dashii
- 11  Leech
- 12  Lil' Monsta
- 13  Amnesiac
- 14  Grandmother
- 15  Empath
- 16  Fortune Teller
- 17  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

Stein's Scenario 1.1 — by Stein

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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>Alchemist</b><br>  Show the Alchemist a not-in-play Minion token                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 5  |    | <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.                                                                                                                                                                                                                                                                                                                                                              |
| 6  |    | <b>Lunatic</b><br>  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  |    | <b>Sailor</b><br>  The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 8  |    | <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.                                                                                                                                                                                                                                                                                                                                                                                   |
| 9  |    | <b>Lil' Monsta</b><br>  Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 10 |   | <b>Lleech</b><br>  The Lleech points to a player. Place the Poisoned reminder token.                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 11 |  | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| 12 |  | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player. That player survives execution tomorrow.                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 13 |  | <b>Mezephales</b><br>  Show the Mezephales their secret word.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| 14 |  | <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.                                                                                                                                                                                                                                                                                                                                                                                             |
| 15 |  | <b>Investigator</b><br>  Show the character token of a Minion in play. Point to two players, one of which is that character.                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 16 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 17 |  | <b>Fortune Teller</b><br>  The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.                                                                                                                                                                                                                                                                                                                                                                                           |
| 18 |  | <b>Grandmother</b><br>  Show the marked character token. Point to the marked player.                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 19 |  | <b>Clockmaker</b><br>  Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| 20 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |

# Other Nights

Stein's Scenario 1.1 — by Stein

|    |                                                                                     |                                                                                                                                                                                                                                                       |
|----|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                               |
| 2  |    | <b>Sailor</b><br>  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  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                  |
| 4  |    | <b>Gambler</b><br>  The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.                                                                                                                                   |
| 5  |    | <b>Monk</b><br>  The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.                                                                                                    |
| 6  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.                                                                                              |
| 7  |    | <b>Mezephales</b><br>  Wake the 1st good player that said the Mezephales' secret word and show them the 'You are' card and the thumbs down evil signal.                                                                                               |
| 8  |    | <b>Lunatic</b><br>  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  |    | <b>Imp</b><br>  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 |   | <b>No Dashii</b><br>  The No Dashii points to a player. That player dies.                                                                                                                                                                             |
| 11 |  | <b>Lleech</b><br>  The Lleech points to a player. That player dies.                                                                                                                                                                                   |
| 12 |  | <b>Lil' Monsta</b><br>  Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.                                                                                         |
| 13 |  | <b>Amnesiac</b><br>  If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                  |
| 14 |  | <b>Grandmother</b><br>  If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.                                                                                                                                        |
| 15 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil neighbours.                                                                                                                                                                |
| 16 |  | <b>Fortune Teller</b><br>  The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.                                                                                      |
| 17 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                         |