

## TOWNSFOLK



### Steward

You start knowing 1 good player.



### Pixie

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



### High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



### General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



### Balloonist

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



### King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



### Savant

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



### 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.



### Artist

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



### Fisherman

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



### Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



### Poppy Grower

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

## OUTSIDER



### Snitch

Minions start knowing 3 not-in-play characters.



### Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



### Mutant

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



### 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.



### Cerenovus

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



### Fearmonger

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



### Mezepheles

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



### Goblin

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

## DEMON



### Lil' Monsta

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



### Imp

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



### Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

# Quick Reference

Divining Under The Influence — by elzbth

## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poppy Grower
- 5  Snitch
- 6  King
- 7  Lil' Monsta
- 8  Poisoner
- 9  Cerenovus
- 10  Fearmonger
- 11  Mezepheles
- 12  Pixie
- 13  Amnesiac
- 14  Butler
- 15  Balloonist
- 16  General
- 17  Dawn

## FABLED, JINXES & LORIC



### Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.



### Cerenovus & Goblin

The Cerenovus may choose to make a player mad that they are the Goblin.

### FABLED



### Djinn

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

## OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Poisoner
- 4  Cerenovus
- 5  Fearmonger
- 6  Mezepheles
- 7  Legion
- 8  Imp
- 9  Lil' Monsta
- 10  Choirboy
- 11  Amnesiac
- 12  Juggler
- 13  Balloonist
- 14  King
- 15  Butler
- 16  General
- 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

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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>Poppy Grower</b><br>  Do not inform the Demon/Minions who each other are                                                                                                                                                                                                                                 |
| 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>King</b><br>  Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.                                                                                                                                                                        |
| 7  |    | <b>Lil' Monsta</b><br>  Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.                                                                                                                                                                                  |
| 8  |    | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                              |
| 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>Fearmonger</b><br>  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.                                                                                                                            |
| 11 |  | <b>Mezepheles</b><br>  Show the Mezepheles their secret word.                                                                                                                                                                                                                                               |
| 12 |  | <b>Pixie</b><br>  Show the Pixie 1 in-play Townsfolk character token.                                                                                                                                                                                                                                       |
| 13 |  | <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.                                                                                                                                                  |
| 14 |  | <b>Butler</b><br>  The Butler points to a player. Mark that player as 'Master'.                                                                                                                                                                                                                             |
| 15 |  | <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.                                                                                                                                             |
| 16 |  | <b>General</b><br>  Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.                                                                                                                                                                             |
| 17 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                               |

# Other Nights

*Divining Under The Influence — by elzbth*

|    |                                                                                     |                                                                                                                                                                                                                                                                                                             |
|----|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                     |
| 2  |    | <b>Poppy Grower</b><br>  If the Poppy Grower has died, show the Minions/Demon who each other are.                                                                                                                                                                                                           |
| 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>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. |
| 5  |    | <b>Fearmonger</b><br>  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.                                                                                      |
| 6  |    | <b>Mezepheles</b><br>  Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.                                                                                                                                                     |
| 7  |    | <b>Legion</b><br>  Choose a player, that player dies.                                                                                                                                                                                                                                                       |
| 8  |    | <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.                                                                                                     |
| 9  |    | <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.                                                                                                                                               |
| 10 |   | <b>Choirboy</b><br>  If the King was killed by the Demon, wake the Choirboy and point to the Demon player.                                                                                                                                                                                                  |
| 11 |  | <b>Amnesiac</b><br>  If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                                        |
| 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>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.                                                   |
| 14 |  | <b>King</b><br>  If there are more dead than living, show the King a character token of a living player.                                                                                                                                                                                                    |
| 15 |  | <b>Butler</b><br>  The Butler points to a player. Mark that player as 'Master'.                                                                                                                                                                                                                             |
| 16 |  | <b>General</b><br>  Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.                                                                                                                                                                             |
| 17 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                               |