

TOWNSFOLK



Steward

You start knowing 1 good player.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Balloonist

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



Snake Charmer

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



Monk

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



Savant

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



Huntsman

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



Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Soldier

You are safe from the Demon.



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.



Amnesiac

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

OUTSIDER



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Saint

If you die by execution, your team loses.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Damsel

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

MINION



Pit-Hag

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



Marionette

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



Goblin

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



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

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.



Fang Gu

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



Lord of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

Typhon of the North — by Manticor

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **Marionette**
- 6  **Lil' Monsta**
- 7  **Snake Charmer**
- 8  **Huntsman**
- 9  **Damsel**
- 10  **Amnesiac**
- 11  **Librarian**
- 12  **Balloonist**
- 13  **Bounty Hunter**
- 14  **Dawn**

FABLED, JINXES & LORIC

-  **Cannibal & Princess**
If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.
-  **Alchemist & Organ Grinder**
If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.
-  **Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.
-  **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.
-  **Plague Doctor & Goblin**
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.
-  **Alchemist & Marionette**
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.
-  **Plague Doctor & Marionette**
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.
-  **Marionette & Lil' Monsta**
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

BOOTLEGGED RULES

The player in seat 1 starts as the Lord of Typhon if in play. If it is not in play, the player in seat 1 starts as the saint.

FABLED

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

LORIC

-  **Bootlegger**
This script has homebrew characters or rules.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Snake Charmer**
- 3  **Monk**
- 4  **Pit-Hag**
- 5  **Imp**
- 6  **Fang Gu**
- 7  **Lil' Monsta**
- 8  **Barber**
- 9  **Huntsman**
- 10  **Damsel**
- 11  **Amnesiac**
- 12  **Balloonist**
- 13  **Bounty Hunter**
- 14  **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

Typhon of the North — by Manticor

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		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.
6		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7		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.
8		Huntsman 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		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
10		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
12		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
13		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Typhon of the North — by Manticor

- 1  **Dusk**
| Start the Night Phase.
- 2  **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.
- 3  **Monk**
| The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
- 4  **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.
- 5  **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.
- 6  **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.
- 7  **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.
- 8  **Barber**
| If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
- 9  **Huntsman**
| 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  **Damsel**
| If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
- 11  **Amnesiac**
| If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
- 12  **Balloonist**
| 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.
- 13  **Bounty Hunter**
| If the known evil player has died, point to another evil player.
- 14  **Dawn**
| Wait for a few seconds. End the Night Phase.