

TOWNSFOLK



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Gambler

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



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Sage

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

OUTSIDER



Sweetheart

When you die, 1 player is drunk from now on.



Drunk

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

MINION



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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.

DEMON



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

Quick Reference

Couples Therapy — by Hallow

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Evil Twin
- 5  Fortune Teller
- 6  Seamstress
- 7  Chambermaid
- 8  D Dawn

FABLED, JINXES & LORIC

FABLED



Toymaker

The Demon may choose not to attack & must do this at least once per game.
Evil players get normal starting info.

OTHER NIGHTS

- 1  Dusk
- 2  Innkeeper
- 3  Gambler
- 4  Shabaloth
- 5  Sweetheart
- 6  Sage
- 7  Fortune Teller
- 8  Seamstress
- 9  Chambermaid
- 10  D 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

Couples Therapy — by Hallow

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		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.
5		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
6		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
7		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
8		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Couples Therapy — by Hallow

1		Dusk Start the Night Phase.
2		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
3		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
5		Sweetheart Choose a player that is drunk.
6		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
7		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
8		Seamstress If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
9		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
10		Dawn Wait for a few seconds. End the Night Phase.