

TOWNSFOLK



Alchemist

You have a not-in-play Minion ability.



Balloonist

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



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Chambermaid

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



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Gambler

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



Huntsman

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Cannibal

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



Poppy Grower

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



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



Butler

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



Snitch

Minions start knowing 3 not-in-play characters.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Damsel

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



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



Marionette

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



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Pit-Hag

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



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMON



Lil' Monsta

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



Legion

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



Lleeach

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

Jinx — by Termeddy

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **Poppy Grower**
- 6  **Magician**
- 7  **Snitch**
- 8  **Marionette**
- 9  **Engineer**
- 10  **Preacher**
- 11  **Lil' Monsta**
- 12  **Lleech**
- 13  **Widow**
- 14  **Huntsman**
- 15  **Damsel**
- 16  **Butler**
- 17  **Balloonist**
- 18  **Spy**
- 19  **Chambermaid**
- 20  **Mathematician**
- 21  **Dawn**

FABLED, JINXES & LORIC

-   **Lil' Monsta & Magician**
If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.
-   **Lleech & Slayer**
If the Slayer slays the Lleech host, the host dies.
-   **Cannibal & Butler**
If the Cannibal gains the Butler ability, the Cannibal learns this.
-   **Heretic & Spy**
Only 1 jinxed character can be in play.
-   **Alchemist & Spy**
An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.
-   **Magician & Spy**
When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.
-   **Mathematician & Chambermaid**
The Chambermaid can detect if the Mathematician will wake tonight.
-   **Heretic & Pit-Hag**
Only 1 jinxed character can be in play.
-   **Legion & Preacher**
If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.
-   **Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.
-   **Legion & Engineer**
If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.
-   **Marionette & Huntsman**
If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.
-   **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.
-   **Widow & Poppy Grower**
If the Poppy Grower has their ability, the Widow does not see the Grimoire.
-   **Spy & Poppy Grower**
If the Poppy Grower has their ability, the Spy does not see the Grimoire.
-   **Widow & Damsel**
If the Widow is (or has been) in play, the Damsel is poisoned.
-   **Pit-Hag & Damsel**
If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.
-   **Spy & Damsel**
If the Spy is (or has been) in play, the Damsel is poisoned.
-   **Legion & Politician**
The Politician might register as evil to Legion.
-   **Pit-Hag & Politician**
If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.
-   **Heretic & Widow**
Only 1 jinxed character can be in play.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poppy Grower**
- 3  **Engineer**
- 4  **Preacher**
- 5  **Gambler**
- 6  **Pit-Hag**
- 7  **Lycanthrope**
- 8  **Legion**
- 9  **Lleech**
- 10  **Lil' Monsta**
- 11  **Huntsman**
- 12  **Damsel**
- 13  **Balloonist**
- 14  **Butler**
- 15  **Spy**
- 16  **Chambermaid**
- 17  **Mathematician**
- 18  **Dawn**



Alchemist & Widow

An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.



Magician & Widow

When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.



Mathematician & Marionette

The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.



Alchemist & Marionette

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



Magician & Marionette

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.



Marionette & Lil' Monsta

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



Heretic & Lleech

Only 1 jinxed character can be in play.



Magician & Legion

If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

FABLED



Djinn

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

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

Jinx — by Termedddy

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		Poppy Grower Do not inform the Demon/Minions who each other are
6		Magician
7		Snitch 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.
8		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.
9		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
10		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
11		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
12		Lleech The Lleech points to a player. Place the Poisoned reminder token.
13		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
14		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.
15		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
16		Butler The Butler points to a player. Mark that player as 'Master'.
17		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.
18		Spy Show the Grimoire to the Spy for as long as they need.
19		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.
20		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
21		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Jinx — by Termateddy

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
4		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
5		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
6		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.
7		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
8		Legion Choose a player, that player dies.
9		Lleech The Lleech points to a player. That player dies.
10		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.
11		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.
12		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
13		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.
14		Butler The Butler points to a player. Mark that player as 'Master'.
15		Spy Show the Grimoire to the Spy for as long as they need.
16		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.
17		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
18		Dawn Wait for a few seconds. End the Night Phase.