

TOWNSFOLK



Sailor

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



Pacifist

Executed good players might not die.



Innkeeper

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



Tea Lady

If both your alive neighbours are good, they can't die.



Lycanthrope

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



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

OUTSIDER



Tinker

You might die at any time.

MINION



Poisoner

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



Devil's Advocate

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

DEMON



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

Bad Hospitality — by Cassandra Rudig

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Sailor
- 5  Poisoner
- 6  Devil's Advocate
- 7  Leviathan
- 8  D Dawn

FABLED, JINXES & LORIC



Leviathan & Innkeeper

If the Leviathan nominates and executes an Innkeeper-protected player, good wins.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Poisoner
- 4  Innkeeper
- 5  Devil's Advocate
- 6  Lycanthrope
- 7  Acrobat
- 8  Professor
- 9  Tinker
- 10  Leviathan
- 11  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

Bad Hospitality — by Cassandra Rudig

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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		Poisoner The Poisoner points to a player. That player is poisoned.
6		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
8		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Bad Hospitality — by Cassandra Rudig

1		Dusk Start the Night Phase.
2		Sailor 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		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
6		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
7		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
8		Professor If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
9		Tinker The Tinker might die.
10		Leviathan Change the Leviathan Day reminder for the next day.
11		Dawn Wait for a few seconds. End the Night Phase.