

TOWNSFOLK



Pixie

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



Balloonist

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Snake Charmer

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



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.



Engineer

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



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Huntsman

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



Alchemist

You have a not-in-play Minion ability.



Farmer

If you die at night, an alive good player becomes a Farmer.



Magician

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



Cannibal

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

OUTSIDER



Damsel

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



Drunk

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



Barber

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION



Cerenovus

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



Pit-Hag

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



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



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]



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

Freaky Friday — by Mystic Inferno

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Alchemist
- 6  Magician
- 7  Lunatic
- 8  Engineer
- 9  Lil' Monsta
- 10  Snake Charmer
- 11  Evil Twin
- 12  Cerenovus
- 13  Pixie
- 14  Huntsman
- 15  Damsel
- 16  Amnesiac
- 17  Dreamer
- 18  Ballooning
- 19  Dawn

FABLED, JINXES & LORIC

-  **Lil' Monsta & Magician**
If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.
-  **Lil' Monsta & Scarlet Woman**
If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.
-  **Scarlet Woman & Fang Gu**
If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.
-  **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.
-  **Pit-Hag & Damsel**
If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.
-  **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.

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Engineer
- 4  Snake Charmer
- 5  Cerenovus
- 6  Pit-Hag
- 7  Scarlet Woman
- 8  Lunatic
- 9  Legion
- 10  Imp
- 11  Fang Gu
- 12  Lil' Monsta
- 13  Barber
- 14  Huntsman
- 15  Damsel
- 16  Amnesiac
- 17  Farmer
- 18  Dreamer
- 19  Ballooning
- 20  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

Freaky Friday — by Mystic Inferno

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		Philosopher The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		Alchemist Show the Alchemist a not-in-play Minion token
6		Magician
7		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
8		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.
9		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
10		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.
11		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.
12		Cerenovus 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.
13		Pixie Show the Pixie 1 in-play Townsfolk 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		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
17		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
18		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.
19		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Freaky Friday — by Mystic Inferno

1		Dusk Start the Night Phase.
2		Philosopher If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
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		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.
5		Cerenovus 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.
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		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
8		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
9		Legion Choose a player, that player dies.
10		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.
11		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.
12		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.
13		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.
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 If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
16		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
17		Farmer If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
18		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
19		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.
20		Dawn Wait for a few seconds. End the Night Phase.