

TOWNSFOLK



Librarian

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



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



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.



Flowergirl

Each night*, you learn if a Demon voted today.



Monk

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



Amnesiac

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



Seamstress

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Cannibal

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



Sage

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



Fool

The first time you die, you don't.



Pacifist

Executed good players might not die.



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.



Mutant

If you are "mad" about being an Outsider, you might be executed.



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Recluse

You might register as evil & as a Minion or Demon, even if dead.

MINION



Baron

There are extra Outsiders in play. [+2 Outsiders]



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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.

DEMON



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Lleech

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



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

The Fewer the Merrier — by Fenek

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Magician
- 5  Marionette
- 6  Leech
- 7  Godfather
- 8  Pukka
- 9  ? Amnesiac
- 10  Librarian
- 11  Fortune Teller
- 12  Butler
- 13  Seamstress
- 14  Noble
- 15  Spy
- 16  D Dawn

FABLED, JINXES & LORIC

-  **Cannibal & Butler**
If the Cannibal gains the Butler ability, the Cannibal learns this.
-  **Magician & Spy**
When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.
-  **Recluse & Sage**
The Recluse might register as the Demon to the Sage.
-  **Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

FABLED

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

RECOMMENDED TRAVELLERS

-  **Judge**
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.
-  **Voudon**
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.
-  **Deviant**
If you were funny today, you cannot die by exile.
-  **Matron**
Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.
-  **Scapegoat**
If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

- 1  Dusk
- 2  Monk
- 3  Imp
- 4  Zombuul
- 5  Pukka
- 6  Leech
- 7  Godfather
- 8  Sage
- 9  ? Amnesiac
- 10  Fortune Teller
- 11  Flowergirl
- 12  Seamstress
- 13  Butler
- 14  Spy
- 15  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

The Fewer the Merrier — by Fenek

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		Magician
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		Lleech The Lleech points to a player. Place the Poisoned reminder token.
7		Godfather Show each of the Outsider tokens in play.
8		Pukka The Pukka points to a player. That player is poisoned.
9		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
11		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.
12		Butler The Butler points to a player. Mark that player as 'Master'.
13		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.
14		Noble Point to 3 players including one evil player, in no particular order.
15		Spy Show the Grimoire to the Spy for as long as they need.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

The Fewer the Merrier — by Fenek

1		Dusk Start the Night Phase.
2		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
3		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.
4		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
5		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
6		Leech The Leech points to a player. That player dies.
7		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
8		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
9		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		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.
11		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
12		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.
13		Butler The Butler points to a player. Mark that player as 'Master'.
14		Spy Show the Grimoire to the Spy for as long as they need.
15		Dawn Wait for a few seconds. End the Night Phase.