

TOWNSFOLK



Investigator

You start knowing that 1 of 2 players is a particular Minion.



Chef

You start knowing how many pairs of evil players there are.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Snake Charmer

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



Undertaker

Each night*, you learn which character died by execution today.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



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.



Artist

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



Slayer

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



Soldier

You are safe from the Demon.



Farmer

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



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Tinker

You might die at any time.



Sweetheart

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



Politician

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

MINION



Mezephales

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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.



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



Marionette

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

DEMON



Lil' Monsta

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



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.



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

The Thing — by Rainycap

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Marionette
- 5  Lil' Monsta
- 6  Leech
- 7  Snake Charmer
- 8  Evil Twin
- 9  Mezepheles
- 10  Amnesiac
- 11  Investigator
- 12  Chef
- 13  Bounty Hunter
- 14  Dawn

FABLED, JINXES & LORIC

-  **Lleech & Slayer**
If the Slayer slays the Leech host, the host dies.
-  **Legion & Politician**
The Politician might register as evil to Legion.
-  **Marionette & Lil' Monsta**
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Snake Charmer
- 3  Mezepheles
- 4  Legion
- 5  Fang Gu
- 6  Leech
- 7  Lil' Monsta
- 8  Gossip
- 9  Sweetheart
- 10  Amnesiac
- 11  Farmer
- 12  Tinker
- 13  Undertaker
- 14  Bounty Hunter
- 15  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 Thing — by Rainycap

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		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.
5		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6		Lleech The Lleech points to a player. Place the Poisoned reminder token.
7		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.
8		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.
9		Mezepheles Show the Mezepheles their secret word.
10		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
12		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
13		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

The Thing — by Rainycap

1		Dusk Start the Night Phase.
2		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.
3		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
4		Legion Choose a player, that player dies.
5		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.
6		Lleech The Lleech points to a player. That player dies.
7		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.
8		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
9		Sweetheart Choose a player that is drunk.
10		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		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.
12		Tinker The Tinker might die.
13		Undertaker If a player was executed today: Show that player's character token.
14		Bounty Hunter If the known evil player has died, point to another evil player.
15		Dawn Wait for a few seconds. End the Night Phase.