

TOWNSFOLK



Lycanthrope

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



Pixie

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



Town Crier

Each night*, you learn if a Minion nominated today.



Dreamer

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



Artist

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



Chef

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

OUTSIDER



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.



Mutant

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

MINION



Marionette

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



Poisoner

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



Lil' Monsta

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

Quick Reference

a tiny problem — by patrick.t.r

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Marionette
- 5  Lil' Monsta
- 6  Poisoner
- 7  Pixie
- 8  Chef
- 9  Dreamer
- 10  Dawn

FABLED, JINXES & LORIC

 **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  Poisoner
- 3  Lycanthrope
- 4  Lil' Monsta
- 5  Dreamer
- 6  Town Crier
- 7  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

a tiny problem — by patrick.t.r

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		Poisoner The Poisoner points to a player. That player is poisoned.
7		Pixie Show the Pixie 1 in-play Townsfolk character token.
8		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
9		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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Dusk

| Start the Night Phase.



Poisoner

| The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.



Lycanthrope

| The Lycanthrope points to a living player: if good, they die and no one else can die tonight.



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.



Dreamer

| The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.



Town Crier

| Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).



Dawn

| Wait for a few seconds. End the Night Phase.