

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.



Sailor

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



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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.



Dreamer

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



Monk

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



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Tea Lady

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



Sage

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



Magician

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



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Mutant

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



Drunk

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



Lunatic

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



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.

MINION



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Devil's Advocate

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



Cerenovus

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



Marionette

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

DEMON



Pukka

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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.

Quick Reference

The Morning After — by Skateside

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Poppy Grower
- 5  Magician
- 6  Lunatic
- 7  King
- 8  Sailor
- 9  Marionette
- 10  Leech
- 11  Widow
- 12  Devil's Advocate
- 13  Cerenovus
- 14  Pukka
- 15  Pixie
- 16  Fortune Teller
- 17  Dreamer
- 18  D Dawn

FABLED, JINXES & LORIC

-  **Widow & Poppy Grower**
If the Poppy Grower has their ability, the Widow does not see the Grimoire.
-  **Magician & Widow**
When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.
-  **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.

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Sailor
- 4  Monk
- 5  Devil's Advocate
- 6  Cerenovus
- 7  Lunatic
- 8  Imp
- 9  Pukka
- 10  No Dashii
- 11  Leech
- 12  Sage
- 13  Choirboy
- 14  Ravenkeeper
- 15  Fortune Teller
- 16  Dreamer
- 17  King
- 18  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 Morning After — by Skateside

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		Poppy Grower Do not inform the Demon/Minions who each other are
5		Magician
6		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.
7		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
8		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
9		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.
10		Lleech The Lleech points to a player. Place the Poisoned reminder token.
11		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
12		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
13		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.
14		Pukka The Pukka points to a player. That player is poisoned.
15		Pixie Show the Pixie 1 in-play Townsfolk character token.
16		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.
17		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
18		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

The Morning After — by Skateside

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		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.
4		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
5		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
6		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.
7		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.
8		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.
9		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
10		No Dashii The No Dashii points to a player. That player dies.
11		Lleech The Lleech points to a player. That player dies.
12		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
13		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
14		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
15		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.
16		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
17		King If there are more dead than living, show the King a character token of a living player.
18		Dawn Wait for a few seconds. End the Night Phase.