# It's too late for this v1.0.1 *by Lokan55*

Big Wig Djinn

## TOWNSFOLK



### Dreamer

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



### Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



### Artist

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



### Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



### Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



### Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

## OUTSIDER



### Mutant

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



### Politician

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

## MINION



### Marionette

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



### Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

## DEMON



### Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Marionette
5. Dreamer
6. Leviathan
7. D — Dawn

## FABLED, JINXES & LORIC

**Boffin & Politician**
The Demon cannot have the Politician ability.

### FABLED

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

### LORIC

**Big Wig**
Each nominee chooses a player: until voting, only they may speak & they are mad the nominee is good or they might die.

## OTHER NIGHTS

1. D — Dusk
2. Gambler
3. Dreamer
4. Juggler
5. Leviathan
6. 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

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1 D **Dusk**
Start the Night Phase.

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

6  **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

7 D **Dawn**
Wait for a few seconds. End the Night Phase.

# Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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

4  **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

5  **Leviathan**
Change the Leviathan Day reminder for the next day.

6 D **Dawn**
Wait for a few seconds. End the Night Phase.