

TOWNSFOLK



Investigator

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



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Monk

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Soldier

You are safe from the Demon.



Alchemist

You have a not-in-play Minion ability.



Sage

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



Farmer

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



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.



Poppy Grower

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



Mayor

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

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

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.



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Marionette

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



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Lil' Monsta

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



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Leviathan

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



Riot

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

I am a normal script — by OrderGoddess

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **Poppy Grower**
- 6  **Magician**
- 7  **Snitch**
- 8  **Marionette**
- 9  **Engineer**
- 10  **Preacher**
- 11  **Lil' Monsta**
- 12  **Widow**
- 13  **Damsel**
- 14  **Investigator**
- 15  **Spy**
- 16  **Leviathan**
- 17  **Dawn**

FABLED, JINXES & LORIC

-   **Lil' Monsta & Vizier**
If the Vizier is babysitting Lil' Monsta, they die when executed.
-   **Magician & Vizier**
If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.
-   **Vizier & Investigator**
The Storyteller doesn't declare the Vizier is in play.
-   **Lil' Monsta & Magician**
If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.
-   **Riot & Monk**
If Riot nominates and executes the Monk-protected player, good wins.
-   **Leviathan & Monk**
If the Leviathan nominates and executes the Monk-protected player, good wins.
-   **Riot & Ravenkeeper**
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.
-   **Leviathan & Ravenkeeper**
Each night*, the Leviathan chooses an alive player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.
-   **Riot & Soldier**
If Riot nominates and executes the Soldier, good wins.
-   **Leviathan & Soldier**
If the Leviathan nominates and executes the Soldier, good wins.
-   **Riot & Mayor**
The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.
-   **Leviathan & Mayor**
If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.
-   **Heretic & Spy**
Only 1 jinxed character can be in play.
-   **Alchemist & Spy**
An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.
-   **Magician & Spy**
When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.
-   **Plague Doctor & Spy**
If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.
-   **Riot & Innkeeper**
If Riot nominates and executes an Innkeeper-protected player, good wins.
-   **Leviathan & Innkeeper**
If the Leviathan nominates and executes an Innkeeper-protected player, good wins.
-   **Riot & Sage**
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.
-   **Leviathan & Sage**
Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poppy Grower**
- 3  **Engineer**
- 4  **Preacher**
- 5  **Innkeeper**
- 6  **Monk**
- 7  **Legion**
- 8  **Lil' Monsta**
- 9  **Sage**
- 10  **Damsel**
- 11  **Farmer**
- 12  **Ravenkeeper**
- 13  **Spy**
- 14  **Leviathan**
- 15  **Dawn**



Riot & Farmer

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.



Leviathan & Farmer

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.



Legion & Preacher

If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.



Vizier & Preacher

If the Vizier loses their ability, they learn this, and cannot die during the day.



Legion & Engineer

If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.



Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.



Widow & Poppy Grower

If the Poppy Grower has their ability, the Widow does not see the Grimoire.



Spy & Poppy Grower

If the Poppy Grower has their ability, the Spy does not see the Grimoire.



Widow & Damsel

If the Widow is (or has been) in play, the Damsel is poisoned.



Spy & Damsel

If the Spy is (or has been) in play, the Damsel is poisoned.



Heretic & Widow

Only 1 jinxed character can be in play.



Alchemist & Widow

An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.



Magician & Widow

When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.



Alchemist & Marionette

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.



Magician & Marionette

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.



Plague Doctor & Marionette

If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.



Marionette & Lil' Monsta

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.



Magician & Legion

If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

FABLED



Djinn

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

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

I am a normal script — by OrderGoddess

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		Alchemist Show the Alchemist a not-in-play Minion token
5		Poppy Grower Do not inform the Demon/Minions who each other are
6		Magician
7		Snitch After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
8		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.
9		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
10		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
11		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
12		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.
13		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
14		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
15		Spy Show the Grimoire to the Spy for as long as they need.
16		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

I am a normal script — by OrderGoddess

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
4		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
5		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
7		Legion Choose a player, that player dies.
8		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.
9		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
10		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
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		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
13		Spy Show the Grimoire to the Spy for as long as they need.
14		Leviathan Change the Leviathan Day reminder for the next day.
15		Dawn Wait for a few seconds. End the Night Phase.