

TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Preacher

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



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.



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Oracle

Each night*, you learn how many dead players are evil.



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.



Fisherman

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



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Magician

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



Atheist

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

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



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.



Damsel

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



Politician

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

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Poisoner

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



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



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

Danger at Ocean Deep — by Wedge McCloud

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Magician
- 5  Snitch
- 6  Marionette
- 7  Preacher
- 8  Poisoner
- 9  Godfather
- 10  Cerenovus
- 11  Huntsman
- 12  Damsel
- 13  Amnesiac
- 14  Librarian
- 15  Fortune Teller
- 16  Noble
- 17  General
- 18  Mathematician
- 19  Leviathan
- 20  Dawn

FABLED, JINXES & LORIC



Marionette & Huntsman

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.



Mathematician & Marionette

The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.



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  Preacher
- 3  Poisoner
- 4  Cerenovus
- 5  Godfather
- 6  Huntsman
- 7  Damsel
- 8  Amnesiac
- 9  Fortune Teller
- 10  Oracle
- 11  General
- 12  Mathematician
- 13  Leviathan
- 14  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

Danger at Ocean Deep — by Wedge McCloud

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		Magician
5		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.
6		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.
7		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.
8		Poisoner The Poisoner points to a player. That player is poisoned.
9		Godfather Show each of the Outsider tokens in play.
10		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.
11		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
12		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
13		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
15		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.
16		Noble Point to 3 players including one evil player, in no particular order.
17		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
18		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
19		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
20		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Danger at Ocean Deep — by Wedge McCloud

1		Dusk Start the Night Phase.
2		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.
3		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		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.
5		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
6		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
7		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
8		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		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.
10		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
11		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
12		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
13		Leviathan Change the Leviathan Day reminder for the next day.
14		Dawn Wait for a few seconds. End the Night Phase.