

## TOWNSFOLK



### 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.



### Pixie

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



### Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



### Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



### Acrobat

Each night\*, if either good living neighbour is drunk or poisoned, you die.

## OUTSIDER



### Recluse

You might register as evil & as a Minion or Demon, even if dead.

## MINION



### Cerenovus

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



### Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

## DEMON



### 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

What's In A Question? — by Zadon

## FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Lleech**
- 5  **Cerenovus**
- 6  **Fearmonger**
- 7  **Pixie**
- 8  **Amnesiac**
- 9  **Dawn**

## FABLED, JINXES & LORIC



### Lleech & Slayer

If the Slayer slays the Lleech host, the host dies.

### FABLED



### Toymaker

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.



### Djinn

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

## OTHER NIGHTS

- 1  **Dusk**
- 2  **Cerenovus**
- 3  **Fearmonger**
- 4  **Lleech**
- 5  **Acrobat**
- 6  **Amnesiac**
- 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

What's In A Question? — by Zadon

|   |                                                                                   |                                                                                                                                                                                                                                                                                                             |
|---|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 |  | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                     |
| 2 |  | <b>Minion Info</b><br>  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 |  | <b>Demon Info</b><br>  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 |  | <b>Lleech</b><br>  The Lleech points to a player. Place the Poisoned reminder token.                                                                                                                                                                                                                        |
| 5 |  | <b>Cerenovus</b><br>  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. |
| 6 |  | <b>Fearmonger</b><br>  The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.                                                                                                                            |
| 7 |  | <b>Pixie</b><br>  Show the Pixie 1 in-play Townsfolk character token.                                                                                                                                                                                                                                       |
| 8 |  | <b>Amnesiac</b><br>  Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                  |
| 9 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                               |

# Other Nights

What's In A Question? — by Zadon

- 1  **Dusk**  
| Start the Night Phase.
- 2  **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.
- 3  **Fearmonger**  
| The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
- 4  **Lleech**  
| The Lleech points to a player. That player dies.
- 5  **Acrobat**  
| If a good living neighbour is drunk or poisoned, the Acrobat player dies.
- 6  **Amnesiac**  
| If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
- 7  **Dawn**  
| Wait for a few seconds. End the Night Phase.