

TOWNSFOLK



Noble

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



Pixie

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



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Sailor

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



Gambler

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



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Dreamer

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



Flowergirl

Each night*, you learn if a Demon voted today.



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Ravenkeeper

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



Pacifist

Executed good players might not die.



Poppy Grower

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

OUTSIDER



Drunk

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



Snitch

Minions start knowing 3 not-in-play characters.



Recluse

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



Mutant

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



Lunatic

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

MINION



Cerenovus

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



Poisoner

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



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Marionette

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



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



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

Mixed Sweets v4.1 — by Helle

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poppy Grower
- 5  Snitch
- 6  Lunatic
- 7  Sailor
- 8  Marionette
- 9  Leech
- 10  Poisoner
- 11  Snake Charmer
- 12  Cerenovus
- 13  Pixie
- 14  Amnesiac
- 15  Empath
- 16  Dreamer
- 17  Noble
- 18  Balloonist
- 19  Dawn

FABLED, JINXES & LORIC



Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.



Cerenovus & Goblin

The Cerenovus may choose to make a player mad that they are the Goblin.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Sailor
- 4  Poisoner
- 5  Gambler
- 6  Snake Charmer
- 7  Cerenovus
- 8  Pit-Hag
- 9  Lunatic
- 10  Imp
- 11  Fang Gu
- 12  Leech
- 13  Amnesiac
- 14  Ravenkeeper
- 15  Empath
- 16  Dreamer
- 17  Flowergirl
- 18  Balloonist
- 19  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		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		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		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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
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		Leech The Leech points to a player. Place the Poisoned reminder token.
10		Poisoner The Poisoner points to a player. That player is poisoned.
11		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
12		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.
13		Pixie Show the Pixie 1 in-play Townsfolk character token.
14		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
15		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
16		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
17		Noble Point to 3 players including one evil player, in no particular order.
18		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
19		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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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		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
6		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
7		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.
8		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
9		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.
10		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.
11		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
12		Leech The Leech points to a player. That player dies.
13		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
15		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
16		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
17		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
18		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
19		Dawn Wait for a few seconds. End the Night Phase.