

TOWNSFOLK



Pixie

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



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.



Snake Charmer

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



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Recluse

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

MINION



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



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.



Riot

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

Quick Reference

The Well-Tempered Clavier — by AlejoFBlack

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Leech
- 6  Snake Charmer
- 7  Fearmonger
- 8  Pixie
- 9  Empath
- 10  Dreamer
- 11  Dawn

FABLED, JINXES & LORIC

FABLED



Djinn

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



Sentinel

There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Snake Charmer
- 4  Fearmonger
- 5  Leech
- 6  Empath
- 7  Dreamer
- 8  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

The Well-Tempered Clavier — by AlejoFBlack

- 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  **Philosopher**
| The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
- 5  **Lleech**
| The Lleech points to a player. Place the Poisoned reminder token.
- 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  **Fearmonger**
| 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.
- 8  **Pixie**
| Show the Pixie 1 in-play Townsfolk character token.
- 9  **Empath**
| Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
- 10  **Dreamer**
| The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
- 11  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

The Well-Tempered Clavier — by AlejoFBlack

- 1  **Dusk**
| Start the Night Phase.
- 2  **Philosopher**
| If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
- 3  **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.
- 4  **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.
- 5  **Lleech**
| The Lleech points to a player. That player dies.
- 6  **Empath**
| Show the finger signal (0, 1, 2) for the number of evil neighbours.
- 7  **Dreamer**
| The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
- 8  **Dawn**
| Wait for a few seconds. End the Night Phase.