

TOWNSFOLK



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.



Pixie

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



Dreamer

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



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Slayer

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

OUTSIDER



Mutant

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Marionette

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

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

Host With The Most — by LegendsAbyss

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Marionette**
- 5  **Lleech**
- 6  **Devil's Advocate**
- 7  **Pixie**
- 8  **Fortune Teller**
- 9  **Grandmother**
- 10  **Dreamer**
- 11  **Dawn**

FABLED, JINXES & LORIC

-  **Lleech & Slayer**
If the Slayer slays the Lleech host, the host dies.
- FABLED**
-  **Sentinel**
There might be 1 extra or 1 fewer Outsider in play.
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Devil's Advocate**
- 3  **Lleech**
- 4  **Moonchild**
- 5  **Grandmother**
- 6  **Fortune Teller**
- 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

Host With The Most — by LegendsAbyss

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		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.
5		Lleech The Lleech points to a player. Place the Poisoned reminder token.
6		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		Pixie Show the Pixie 1 in-play Townsfolk character token.
8		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.
9		Grandmother Show the marked character token. Point to the marked player.
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

Host With The Most — by LegendsAbyss

1		Dusk Start the Night Phase.
2		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
3		Lleech The Lleech points to a player. That player dies.
4		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
5		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
6		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.
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.