

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Pixie

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



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Balloonist

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



Mathematician

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



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.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Amnesiac

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



Philosopher

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



Slayer

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



Cannibal

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



Acrobat

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

OUTSIDER



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Mutant

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



Sweetheart

When you die, 1 player is drunk from now on.

MINION



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



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]



Poisoner

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

DEMON



Leech

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

Sucks to Suck — by OopsieDaisy

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Philosopher**
- 5  **Sailor**
- 6  **Marionette**
- 7  **Lleech**
- 8  **Poisoner**
- 9  **Devil's Advocate**
- 10  **Pixie**
- 11  **Amnesiac**
- 12  **Washerwoman**
- 13  **Chef**
- 14  **Balloonist**
- 15  **Mathematician**
- 16  **Dawn**

FABLED, JINXES & LORIC

-  **Lleech & Slayer**
If the Slayer slays the Lleech host, the host dies.
-  **Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.
-  **Mathematician & Marionette**
The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.
- 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  **Philosopher**
- 3  **Sailor**
- 4  **Poisoner**
- 5  **Innkeeper**
- 6  **Gambler**
- 7  **Devil's Advocate**
- 8  **Lleech**
- 9  **Assassin**
- 10  **Gossip**
- 11  **Acrobat**
- 12  **Sweetheart**
- 13  **Amnesiac**
- 14  **Balloonist**
- 15  **Mathematician**
- 16  **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

Sucks to Suck — by OopsieDaisy

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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
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		Lleech The Lleech points to a player. Place the Poisoned reminder token.
8		Poisoner The Poisoner points to a player. That player is poisoned.
9		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
10		Pixie Show the Pixie 1 in-play Townsfolk character token.
11		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
12		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
13		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
14		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.
15		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Sucks to Suck — by OopsieDaisy

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		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		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
7		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
8		Leech The Leech points to a player. That player dies.
9		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
10		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
11		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
12		Sweetheart Choose a player that is drunk.
13		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14		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.
15		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
16		Dawn Wait for a few seconds. End the Night Phase.