

## TOWNSFOLK



### Noble

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



### Grandmother

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



### 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.



### Flowergirl

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



### Town Crier

Each night\*, you learn if a Minion nominated today.



### Oracle

Each night\*, you learn how many dead players are evil.



### Savant

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



### Artist

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



### Philosopher

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



### Alchemist

You have a not-in-play Minion ability.



### Poppy Grower

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

## OUTSIDER



### Snitch

Minions start knowing 3 not-in-play characters.



### Klutz

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



### Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



### Moonchild

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



### Lunatic

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

## MINION



### Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



### Fearmonger

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



### Pit-Hag

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



### Goblin

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

## DEMON



### Al-Hadikhia

Each night\*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



### Vortex

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



### Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

# Quick Reference

*The Devil You've Known — by Zadon*

## FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Alchemist
- 6  Poppy Grower
- 7  Snitch
- 8  Lunatic
- 9  Fearmonger
- 10  Pixie
- 11  Empath
- 12  Grandmother
- 13  Dreamer
- 14  Noble
- 15  Spy
- 16  Leviathan
- 17  D Dawn

## FABLED, JINXES & LORIC

-  **Alchemist & Spy**  
An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.
-  **Leviathan & Grandmother**  
If the Leviathan is in play and the Grandchild dies by execution, evil wins.
-  **Leviathan & Pit-Hag**  
The Leviathan cannot enter play after day 5.
-  **Spy & Poppy Grower**  
If the Poppy Grower has their ability, the Spy does not see the Grimoire.

### FABLED

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

## OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Poppy Grower
- 4  Pit-Hag
- 5  Fearmonger
- 6  Lunatic
- 7  Vortex
- 8  Al-Hadikhia
- 9  Moonchild
- 10  Grandmother
- 11  Empath
- 12  Dreamer
- 13  Flowergirl
- 14  Town Crier
- 15  Oracle
- 16  Spy
- 17  Leviathan
- 18  D 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 Devil You've Known — 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>Philosopher</b><br>  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  |    | <b>Alchemist</b><br>  Show the Alchemist a not-in-play Minion token                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 6  |    | <b>Poppy Grower</b><br>  Do not inform the Demon/Minions who each other are                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 7  |    | <b>Snitch</b><br>  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.                                                                                                                                                                                                                                                                                                                                                              |
| 8  |    | <b>Lunatic</b><br>  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. |
| 9  |    | <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.                                                                                                                                                                                                                                                                                                                                                                       |
| 10 |   | <b>Pixie</b><br>  Show the Pixie 1 in-play Townsfolk character token.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 11 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 12 |  | <b>Grandmother</b><br>  Show the marked character token. Point to the marked player.                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 13 |  | <b>Dreamer</b><br>  The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 14 |  | <b>Noble</b><br>  Point to 3 players including one evil player, in no particular order.                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 15 |  | <b>Spy</b><br>  Show the Grimoire to the Spy for as long as they need.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 16 |  | <b>Leviathan</b><br>  Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| 17 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |

# Other Nights

*The Devil You've Known — by Zadon*

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                                                                         |
| 2  |    | <b>Philosopher</b><br>  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  |    | <b>Poppy Grower</b><br>  If the Poppy Grower has died, show the Minions/Demon who each other are.                                                                                                                                                                                                                                                                               |
| 4  |    | <b>Pit-Hag</b><br>  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.                                                                                                                            |
| 5  |    | <b>Fearmonger</b><br>  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.                                                                                                                                                          |
| 6  |    | <b>Lunatic</b><br>  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.                                                                                                                           |
| 7  |    | <b>Vortex</b><br>  The Vortex points to a player. That player dies.                                                                                                                                                                                                                                                                                                             |
| 8  |    | <b>Al-Hadikhia</b><br>  The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.                                                                                                            |
| 9  |   | <b>Moonchild</b><br>  If the Moonchild used their ability to target a player today: If that player is good, they die.                                                                                                                                                                                                                                                           |
| 10 |  | <b>Grandmother</b><br>  If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.                                                                                                                                                                                                                                                                  |
| 11 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil neighbours.                                                                                                                                                                                                                                                                                          |
| 12 |  | <b>Dreamer</b><br>  The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.                                                                                                                                                                                                                                                            |
| 13 |  | <b>Flowergirl</b><br>  Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).                                                                                                                                                                                                                       |
| 14 |  | <b>Town Crier</b><br>  Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).                                                                                                                                                                                                          |
| 15 |  | <b>Oracle</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.                                                                                                                                                                                                                                                                                    |
| 16 |  | <b>Spy</b><br>  Show the Grimoire to the Spy for as long as they need.                                                                                                                                                                                                                                                                                                          |
| 17 |  | <b>Leviathan</b><br>  Change the Leviathan Day reminder for the next day.                                                                                                                                                                                                                                                                                                       |
| 18 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |