

TOWNSFOLK



Balloonist

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



Innkeeper

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Slayer

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



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Soldier

You are safe from the Demon.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Farmer

If you die at night, an alive good player becomes a Farmer.



Ravenkeeper

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



Poppy Grower

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



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Cannibal

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



Investigator

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

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION



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]



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



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.

DEMON



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



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.



Leviathan

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



Riot

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

Quick Reference

36 Jinxes — by Luxray

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Poppy Grower**
- 5  **Snitch**
- 6  **Marionette**
- 7  **Lil' Monsta**
- 8  **Lleech**
- 9  **Huntsman**
- 10  **Damsel**
- 11  **Investigator**
- 12  **Butler**
- 13  **Balloonist**
- 14  **Leviathan**
- 15  **Dawn**

FABLED, JINXES & LORIC

-   **Lil' Monsta & Vizier**
If the Vizier is babysitting Lil' Monsta, they die when executed.
-   **Butler & Organ Grinder**
If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.
-   **Vizier & Investigator**
The Storyteller doesn't declare the Vizier is in play.
-   **Riot & Monk**
If Riot nominates and executes the Monk-protected player, good wins.
-   **Leviathan & Monk**
If the Leviathan nominates and executes the Monk-protected player, good wins.
-   **Riot & Ravenkeeper**
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.
-   **Leviathan & Ravenkeeper**
Each night*, the Leviathan chooses an alive player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.
-   **Lleech & Slayer**
If the Slayer slays the Lleech host, the host dies.
-   **Riot & Soldier**
If Riot nominates and executes the Soldier, good wins.
-   **Leviathan & Soldier**
If the Leviathan nominates and executes the Soldier, good wins.
-   **Riot & Mayor**
The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.
-   **Leviathan & Mayor**
If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.
-   **Cannibal & Butler**
If the Cannibal gains the Butler ability, the Cannibal learns this.
-   **Riot & Innkeeper**
If Riot nominates and executes an Innkeeper-protected player, good wins.
-   **Leviathan & Innkeeper**
If the Leviathan nominates and executes an Innkeeper-protected player, good wins.
-   **Riot & Sage**
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.
-   **Leviathan & Sage**
Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.
-   **Leviathan & Pit-Hag**
The Leviathan cannot enter play after day 5.
-   **Heretic & Pit-Hag**
Only 1 jinxed character can be in play.
-   **Riot & Farmer**
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poppy Grower**
- 3  **Innkeeper**
- 4  **Monk**
- 5  **Pit-Hag**
- 6  **Lleech**
- 7  **Lil' Monsta**
- 8  **Sage**
- 9  **Huntsman**
- 10  **Damsel**
- 11  **Farmer**
- 12  **Ravenkeeper**
- 13  **Balloonist**
- 14  **Butler**
- 15  **Leviathan**
- 16  **Dawn**



Leviathan & Farmer

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.



Marionette & Balloonist

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



Marionette & Huntsman

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.



Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.



Pit-Hag & Damsel

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.



Marionette & Lil' Monsta

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.



Heretic & Lleech

Only 1 jinxed character can be in play.

FABLED



Djinn

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

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

36 Jinxes — by Luxray

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		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		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
8		Lleech The Lleech points to a player. Place the Poisoned reminder token.
9		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
10		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
11		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
12		Butler The Butler points to a player. Mark that player as 'Master'.
13		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.
14		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

36 Jinxes — by Luxray

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
5		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.
6		Lleech The Lleech points to a player. That player dies.
7		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
8		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
9		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
10		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
11		Farmer If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
12		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
13		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.
14		Butler The Butler points to a player. Mark that player as 'Master'.
15		Leviathan Change the Leviathan Day reminder for the next day.
16		Dawn Wait for a few seconds. End the Night Phase.