

## TOWNSFOLK



### Investigator

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



### Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



### Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



### General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



### King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



### Snake Charmer

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



### Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



### 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.



### Pacifist

Executed good players might not die.



### 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.



### Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]

## OUTSIDER



### Snitch

Minions start knowing 3 not-in-play characters.



### Recluse

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



### Heretic

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



### Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

## MINION



### Baron

There are extra Outsiders in play. [+2 Outsiders]



### Poisoner

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



### Goblin

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



### Devil's Advocate

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



### Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

## 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.



### Vortex

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



### Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

# Quick Reference

Voting Away on the Thin Ice of the New Day — by Marshall

## FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Poppy Grower
- 5  Snitch
- 6  King
- 7  Sailor
- 8  Leech
- 9  Poisoner
- 10  Snake Charmer
- 11  Devil's Advocate
- 12  Librarian
- 13  Investigator
- 14  Cult Leader
- 15  General
- 16  D Dawn

## FABLED, JINXES & LORIC

 **Heretic & Baron**  
Only 1 jinxed character can be in play.

 **Heretic & Leech**  
Only 1 jinxed character can be in play.

### FABLED

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

## OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Sailor
- 4  Poisoner
- 5  Snake Charmer
- 6  Devil's Advocate
- 7  Scarlet Woman
- 8  Legion
- 9  Vortex
- 10  Leech
- 11  Choirboy
- 12  Ravenkeeper
- 13  Oracle
- 14  King
- 15  Cult Leader
- 16  General
- 17  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

*Voting Away on the Thin Ice of the New Day — by Marshall*

|    |                                                                                     |                                                                                                                                                                                                                                                             |
|----|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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>Poppy Grower</b><br>  Do not inform the Demon/Minions who each other are                                                                                                                                                                                 |
| 5  |    | <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.                                                                   |
| 6  |    | <b>King</b><br>  Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.                                                                                                                        |
| 7  |    | <b>Sailor</b><br>  The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                 |
| 8  |    | <b>Leech</b><br>  The Leech points to a player. Place the Poisoned reminder token.                                                                                                                                                                          |
| 9  |    | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                                                                              |
| 10 |   | <b>Snake Charmer</b><br>  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. |
| 11 |  | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player. That player survives execution tomorrow.                                                                                                                                       |
| 12 |  | <b>Librarian</b><br>  Show the character token of an Outsider in play. Point to two players, one of which is that character.                                                                                                                                |
| 13 |  | <b>Investigator</b><br>  Show the character token of a Minion in play. Point to two players, one of which is that character.                                                                                                                                |
| 14 |  | <b>Cult Leader</b><br>  If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.                                                                                                               |
| 15 |  | <b>General</b><br>  Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.                                                                                                                             |
| 16 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                               |

# Other Nights

*Voting Away on the Thin Ice of the New Day — by Marshall*

|    |                                                                                     |                                                                                                                                                                                                                                                             |
|----|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                     |
| 2  |    | <b>Poppy Grower</b><br>  If the Poppy Grower has died, show the Minions/Demon who each other are.                                                                                                                                                           |
| 3  |    | <b>Sailor</b><br>  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  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                        |
| 5  |    | <b>Snake Charmer</b><br>  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. |
| 6  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.                                                                                                    |
| 7  |    | <b>Scarlet Woman</b><br>  If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.                                                                                                                                       |
| 8  |    | <b>Legion</b><br>  Choose a player, that player dies.                                                                                                                                                                                                       |
| 9  |    | <b>Vortex</b><br>  The Vortex points to a player. That player dies.                                                                                                                                                                                         |
| 10 |   | <b>Lleech</b><br>  The Lleech points to a player. That player dies.                                                                                                                                                                                         |
| 11 |  | <b>Choirboy</b><br>  If the King was killed by the Demon, wake the Choirboy and point to the Demon player.                                                                                                                                                  |
| 12 |  | <b>Ravenkeeper</b><br>  If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.                                                                                                                            |
| 13 |  | <b>Oracle</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.                                                                                                                                                                |
| 14 |  | <b>King</b><br>  If there are more dead than living, show the King a character token of a living player.                                                                                                                                                    |
| 15 |  | <b>Cult Leader</b><br>  If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.                                                                                                               |
| 16 |  | <b>General</b><br>  Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.                                                                                                                             |
| 17 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                               |