

TOWNSFOLK



Innkeeper

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



Investigator

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



King

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



Librarian

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



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Mathematician

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



Mayor

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



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Monk

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



Philosopher

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



Pixie

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



Poppy Grower

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

OUTSIDER



Klutz

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



Lunatic

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



Mutant

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



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



Marionette

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Mezephales

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Poisoner

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

DEMON



Legion

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



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.



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

PoisonedMILK — by MRam21

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Poppy Grower
- 6  Magician
- 7  Lunatic
- 8  King
- 9  Marionette
- 10  Leech
- 11  Poisoner
- 12  Mezepheles
- 13  Pixie
- 14  Librarian
- 15  Investigator
- 16  Mathematician
- 17  D Dawn

FABLED, JINXES & LORIC

-   **Legion & Minstrel**
If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.
-   **Mathematician & Lunatic**
The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.
-   **Leech & Mastermind**
If the Mastermind is alive and the Leech host dies by execution, the Leech lives but loses their ability.
-   **Legion & Politician**
The Politician might register as evil to Legion.
-   **Mathematician & Marionette**
The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.
-   **Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.
-   **Magician & Legion**
If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Poppy Grower
- 4  Poisoner
- 5  Innkeeper
- 6  Monk
- 7  Mezepheles
- 8  Lunatic
- 9  Lycanthrope
- 10  Legion
- 11  Imp
- 12  Po
- 13  Leech
- 14  King
- 15  Mathematician
- 16  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

PoisonedMILK — by MRam21

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		Poppy Grower Do not inform the Demon/Minions who each other are
6		Magician
7		Lunatic 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.
8		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
9		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.
10		Leech The Leech points to a player. Place the Poisoned reminder token.
11		Poisoner The Poisoner points to a player. That player is poisoned.
12		Mezephheles Show the Mezephheles their secret word.
13		Pixie Show the Pixie 1 in-play Townsfolk character token.
14		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
15		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
16		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

PoisonedMILK — by MRam21

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		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
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		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
7		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
8		Lunatic 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.
9		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
10		Legion Choose a player, that player dies.
11		Imp The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
12		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
13		Leech The Leech points to a player. That player dies.
14		King If there are more dead than living, show the King a character token of a living player.
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.