

## TOWNSFOLK



### Amnesiac

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



### Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



### Chef

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



### Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



### Gossip

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



### Investigator

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



### Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



### Librarian

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



### 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.



### Monk

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



### Noble

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



### Philosopher

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

## OUTSIDER



### Recluse

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



### Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



### Lunatic

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



### Goon

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

## MINION



### Poisoner

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



### Pit-Hag

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



### Scarlet Woman

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



### Spy

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

## DEMON



### Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



### Lil' Monsta

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



### No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



### Vortex

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

# Quick Reference

The Dawn of Abnormality — by MRam21

## FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Lunatic
- 6  Lil' Monsta
- 7  Poisoner
- 8  Amnesiac
- 9  Librarian
- 10  Investigator
- 11  Chef
- 12  Dreamer
- 13  Noble
- 14  Spy
- 15  Chambermaid
- 16  Mathematician
- 17  D Dawn

## FABLED, JINXES & LORIC

-  **Lil' Monsta & Scarlet Woman**  
If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.
-  **Mathematician & Chambermaid**  
The Chambermaid can detect if the Mathematician will wake tonight.
-  **Pit-Hag & Goon**  
If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.
-  **Mathematician & Lunatic**  
The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.
-  **Scarlet Woman & Fang Gu**  
If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.
- FABLED**
-  **Djinn**  
Use the Djinn's special rule. All players know what it is.
- RECOMMENDED TRAVELLERS**
-  **Apprentice**  
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).
-  **Scapegoat**  
If a player of your alignment is executed, you might be executed instead.
-  **Deviant**  
If you were funny today, you cannot die by exile.
-  **Beggar**  
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.
-  **Barista**  
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

## OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Poisoner
- 4  Monk
- 5  Pit-Hag
- 6  Scarlet Woman
- 7  Lunatic
- 8  Fang Gu
- 9  No Dashii
- 10  Vortex
- 11  Lil' Monsta
- 12  Gossip
- 13  Amnesiac
- 14  Dreamer
- 15  Juggler
- 16  Spy
- 17  Chambermaid
- 18  Mathematician
- 19  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

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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>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. |
| 6  |    | <b>Lil' Monsta</b><br>  Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 7  |    | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| 8  |    | <b>Amnesiac</b><br>  Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                                                                                                                                                                                                                                             |
| 9  |    | <b>Librarian</b><br>  Show the character token of an Outsider in play. Point to two players, one of which is that character.                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 10 |   | <b>Investigator</b><br>  Show the character token of a Minion in play. Point to two players, one of which is that character.                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 11 |  | <b>Chef</b><br>  Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 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>Noble</b><br>  Point to 3 players including one evil player, in no particular order.                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 14 |  | <b>Spy</b><br>  Show the Grimoire to the Spy for as long as they need.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 15 |  | <b>Chambermaid</b><br>  The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.                                                                                                                                                                                                                                                                                                                                                                                     |
| 16 |  | <b>Mathematician</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.                                                                                                                                                                                                                                                                                                                                                                                                           |
| 17 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |

# Other Nights

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                            |
| 4  |    | <b>Monk</b><br>  The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.                                                                                                                                                                                                                              |
| 5  |    | <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.                                                                                                                            |
| 6  |    | <b>Scarlet Woman</b><br>  If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.                                                                                                                                                                                                                                                           |
| 7  |    | <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.                                                                                                                           |
| 8  |    | <b>Fang Gu</b><br>  The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign. |
| 9  |   | <b>No Dashii</b><br>  The No Dashii points to a player. That player dies.                                                                                                                                                                                                                                                                                                       |
| 10 |  | <b>Vortex</b><br>  The Vortex points to a player. That player dies.                                                                                                                                                                                                                                                                                                             |
| 11 |  | <b>Lil' Monsta</b><br>  Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.                                                                                                                                                                                                                   |
| 12 |  | <b>Gossip</b><br>  If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.                                                                                                                                                                                                                                               |
| 13 |  | <b>Amnesiac</b><br>  If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                                                                                                            |
| 14 |  | <b>Dreamer</b><br>  The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.                                                                                                                                                                                                                                                            |
| 15 |  | <b>Juggler</b><br>  If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.                                                                                                                                                                                                                             |
| 16 |  | <b>Spy</b><br>  Show the Grimoire to the Spy for as long as they need.                                                                                                                                                                                                                                                                                                          |
| 17 |  | <b>Chambermaid</b><br>  The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.                                                                                                                                                                                                              |
| 18 |  | <b>Mathematician</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.                                                                                                                                                                                                                                    |
| 19 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |