

TOWNSFOLK



Chef

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



Sailor

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



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Oracle

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



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Fool

The first time you die, you don't.

OUTSIDER



Sweetheart

When you die, 1 player is drunk from now on.



Klutz

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

MINION



Devil's Advocate

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



Mastermind

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

DEMON



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.

Quick Reference

Smol Angy Parasite GF — by Habby

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Sailor
- 5  Leech
- 6  Devil's Advocate
- 7  Chef
- 8  Fortune Teller
- 9  Dawn

FABLED, JINXES & LORIC



Leech & Mastermind

If the Mastermind is alive and the Leech host dies by execution, the Leech lives but loses their ability.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Devil's Advocate
- 4  Leech
- 5  Sweetheart
- 6  Fortune Teller
- 7  Oracle
- 8  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

Smol Angy Parasite GF — by Habby

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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		Lleech The Lleech points to a player. Place the Poisoned reminder token.
6		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
8		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
9		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Smol Angy Parasite GF — by Habby

1		Dusk Start the Night Phase.
2		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4		Leech The Leech points to a player. That player dies.
5		Sweetheart Choose a player that is drunk.
6		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
7		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
8		Dawn Wait for a few seconds. End the Night Phase.