

TOWNSFOLK



Ravenkeeper

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



Soldier

You are safe from the Demon.



Fool

The first time you die, you don't.



Pacifist

Executed good players might not die.



Poppy Grower

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



Magician

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



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Mayor

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



Pixie

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



Tea Lady

If both your alive neighbours are good, they can't die.



Farmer

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Lycanthrope

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

OUTSIDER



Saint

If you die by execution, your team loses.



Sweetheart

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



Lunatic

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



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]



Mezephales

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



Goblin

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



Marionette

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

DEMON



Lil' Monsta

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



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Legion

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



Riot

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

Quick Reference

The Werewolf & Artist — by TZA

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Poppy Grower**
- 5  **Magician**
- 6  **Lunatic**
- 7  **Marionette**
- 8  **Lil' Monsta**
- 9  **Mezepheles**
- 10  **Pixie**
- 11  **Dawn**

FABLED, JINXES & LORIC

-  **Lil' Monsta & Magician**
If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.
-  **Riot & Ravenkeeper**
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.
-  **Riot & Soldier**
If Riot 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.
-  **Riot & Farmer**
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.
-  **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.
-  **Riot & Atheist**
During a riot, if the Storyteller is nominated, players vote. If they are 'about to die', the game ends. If not, they nominate again.
-  **Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.
-  **Marionette & Lil' Monsta**
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.
-  **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  **Poppy Grower**
- 3  **Mezepheles**
- 4  **Lunatic**
- 5  **Lycanthrope**
- 6  **Legion**
- 7  **Al-Hadikhia**
- 8  **Lil' Monsta**
- 9  **Sweetheart**
- 10  **Farmer**
- 11  **Ravenkeeper**
- 12  **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

The Werewolf & Artist — by TZA

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		Magician
6		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.
7		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.
8		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
9		Mezepheles Show the Mezepheles their secret word.
10		Pixie Show the Pixie 1 in-play Townsfolk character token.
11		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		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.
4		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.
5		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
6		Legion Choose a player, that player dies.
7		Al-Hadikhia The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
8		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.
9		Sweetheart Choose a player that is drunk.
10		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.
11		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
12		Dawn Wait for a few seconds. End the Night Phase.