

TOWNSFOLK



Chef

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



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Sailor

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



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



King

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



Flowergirl

Each night*, you learn if a Demon voted today.



Undertaker

Each night*, you learn which character died by execution today.



Philosopher

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



Farmer

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



Poppy Grower

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



Pacifist

Executed good players might not die.



Fool

The first time you die, you don't.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Drunk

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



Heretic

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



Sweetheart

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

MINION



Poisoner

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



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



Scarlet Woman

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



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]



No Dashii

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



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.

Quick Reference

Poisonous Antidote — by Emma

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Poppy Grower
- 6  Snitch
- 7  King
- 8  Sailor
- 9  Marionette
- 10  Lil' Monsta
- 11  Leech
- 12  Poisoner
- 13  Widow
- 14  Chef
- 15  Balloonist
- 16  Bounty Hunter
- 17  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.
-   **Bounty Hunter & Philosopher**
If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.
-   **Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.
-   **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.
-   **Widow & Poppy Grower**
If the Poppy Grower has their ability, the Widow does not see the Grimoire.
-   **Heretic & Widow**
Only 1 jinxed character can be in play.
-   **Marionette & Lil' Monsta**
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.
-   **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  Philosopher
- 3  Poppy Grower
- 4  Sailor
- 5  Poisoner
- 6  Scarlet Woman
- 7  No Dashii
- 8  Leech
- 9  Lil' Monsta
- 10  Sweetheart
- 11  Farmer
- 12  Undertaker
- 13  Flowergirl
- 14  Balloonist
- 15  King
- 16  Bounty Hunter
- 17  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

Poisonous Antidote — by Emma

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		Snitch 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.
7		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
8		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
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		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
11		Leech The Leech points to a player. Place the Poisoned reminder token.
12		Poisoner The Poisoner points to a player. That player is poisoned.
13		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
14		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
15		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
16		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Poisonous Antidote — by Emma

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		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.
5		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
6		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
7		No Dashii The No Dashii points to a player. That player dies.
8		Leech The Leech points to a player. That player dies.
9		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.
10		Sweetheart Choose a player that is drunk.
11		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.
12		Undertaker If a player was executed today: Show that player's character token.
13		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
14		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
15		King If there are more dead than living, show the King a character token of a living player.
16		Bounty Hunter If the known evil player has died, point to another evil player.
17		Dawn Wait for a few seconds. End the Night Phase.