

TOWNSFOLK



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.



Sailor

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



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Pacifist

Executed good players might not die.

OUTSIDER



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.

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.



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.

DEMON



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

Dragging Your Feet — by Mevolas Rubenido

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Lunatic
- 5  Sailor
- 6  Widow
- 7  Devil's Advocate
- 8  Chef
- 9  Dreamer
- 10  D Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel

There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

- 1  D Dusk
- 2  Sailor
- 3  Devil's Advocate
- 4  Lunatic
- 5  Zombuul
- 6  Sweetheart
- 7  Professor
- 8  Dreamer
- 9  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		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		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.
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		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.
7		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
9		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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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		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		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
6		Sweetheart Choose a player that is drunk.
7		Professor If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
8		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
9		Dawn Wait for a few seconds. End the Night Phase.