

TOWNSFOLK



Noble

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



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Amnesiac

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



Fisherman

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

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Saint

If you die by execution, your team loses.



Drunk

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

MINION



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Marionette

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

DEMON



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

Hi Priestess! — by purplpasta

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Snitch
- 5  Marionette
- 6  Cerenovus
- 7  Amnesiac
- 8  Noble
- 9  Leviathan
- 10  Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel

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

OTHER NIGHTS

- 1  Dusk
- 2  Gambler
- 3  Cerenovus
- 4  Assassin
- 5  Amnesiac
- 6  Leviathan
- 7  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

Hi Priestess! — by purplpasta

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		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.
5		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.
6		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
7		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
8		Noble Point to 3 players including one evil player, in no particular order.
9		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
10		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Hi Priestess! — by purplpasta

- 1  **Dusk**
| Start the Night Phase.
- 2  **Gambler**
| The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
- 3  **Cerenovus**
| The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
- 4  **Assassin**
| If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
- 5  **Amnesiac**
| If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
- 6  **Leviathan**
| Change the Leviathan Day reminder for the next day.
- 7  **Dawn**
| Wait for a few seconds. End the Night Phase.