

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Bounty Hunter

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



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Sailor

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



Ballooning

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



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.



Lycanthrope

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



Poppy Grower

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

OUTSIDER



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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.



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINION



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Marionette

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



Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Scarlet Woman

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



Baron

There are extra Outsiders in play. [+2 Outsiders]



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Lil' Monsta

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



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



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.



Riot

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

Quick Reference

It's You. No, It's You! No, It's YOU! — by Aaron Wood

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Poppy Grower**
- 5  **Lunatic**
- 6  **Sailor**
- 7  **Marionette**
- 8  **Lil' Monsta**
- 9  **Leech**
- 10  **Snake Charmer**
- 11  **Empath**
- 12  **Fortune Teller**
- 13  **Dreamer**
- 14  **Balloonist**
- 15  **Bounty Hunter**
- 16  **Dawn**

FABLED, JINXES & LORIC

-   **Pit-Hag & Village Idiot**
If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.
-   **Boffin & Village Idiot**
If there is a spare token, the Boffin can give the Demon the Village Idiot ability.
-   **Pit-Hag & Ogre**
If the Pit-Hag turns an evil player into the Ogre, they can't turn good due to their own ability.
-   **Boffin & Ogre**
The Demon cannot have the Ogre ability.
-   **Lil' Monsta & Hatter**
If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.
-   **Summoner & Hatter**
If the Summoner creates a second living Demon, deaths tonight are arbitrary.
-   **Marionette & Summoner**
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.
-   **Riot & Monk**
If Riot nominates and executes the Monk-protected player, good wins.
-   **Boffin & Drunk**
The Demon cannot have the Drunk ability.
-   **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.
-   **Plague Doctor & Scarlet Woman**
If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.
-   **Plague Doctor & Baron**
If the Storyteller would gain the Baron ability, up to two players become Outsiders.
-   **Riot & Innkeeper**
If Riot nominates and executes an Innkeeper-protected player, good wins.
-   **Summoner & Pit-Hag**
If the Summoner creates a second living Demon, deaths tonight are arbitrary.
-   **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.
-   **Summoner & Poppy Grower**
If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.
-   **Plague Doctor & Marionette**
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.
-   **Marionette & Lil' Monsta**
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

FABLED

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

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poppy Grower**
- 3  **Sailor**
- 4  **Innkeeper**
- 5  **Snake Charmer**
- 6  **Monk**
- 7  **Pit-Hag**
- 8  **Scarlet Woman**
- 9  **Lunatic**
- 10  **Lycanthrope**
- 11  **Vigormortis**
- 12  **Leech**
- 13  **Lil' Monsta**
- 14  **Acrobat**
- 15  **Empath**
- 16  **Fortune Teller**
- 17  **Dreamer**
- 18  **Balloonist**
- 19  **Bounty Hunter**
- 20  **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		Poppy Grower Do not inform the Demon/Minions who each other are
5		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.
6		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
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		Lleech The Lleech points to a player. Place the Poisoned reminder token.
10		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
11		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		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.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14		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.
15		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.
16		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		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.
4		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
6		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
7		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
8		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
9		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.
10		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
11		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
12		Leech The Leech points to a player. That player dies.
13		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.
14		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
15		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
16		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.
17		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
18		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.
19		Bounty Hunter If the known evil player has died, point to another evil player.
20		Dawn Wait for a few seconds. End the Night Phase.