

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Pixie

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



King

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



Dreamer

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



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.



Artist

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



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Soldier

You are safe from the Demon.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Virgin

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

OUTSIDER



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Mutant

If you are "mad" about being an Outsider, you might be executed.



Zealot

If there are 5 or more players alive, you must vote for every nomination.



Snitch

Minions start knowing 3 not-in-play characters.

MINION



Mezephales

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



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Cerenovus

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



Assassin

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

DEMON



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Al-Hadikhia

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



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

Dying Light — by FGDandude

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Snitch**
- 5  **King**
- 6  **Cerenovus**
- 7  **Mezepheles**
- 8  **Pixie**
- 9  **Washerwoman**
- 10  **Dreamer**
- 11  **Spy**
- 12  **Leviathan**
- 13  **Dawn**

FABLED, JINXES & LORIC

-  **Al-Hadikhia & Princess**
If the Princess nominated & executed a player on their 1st day, no one dies to the Al-Hadikhia tonight.
-  **Leviathan & Soldier**
If the Leviathan nominates and executes the Soldier, good wins.
-  **Plague Doctor & Spy**
If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.
-  **Leviathan & King**
If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.
- FABLED**
-  **Fibbin**
Once per game, 1 good player might get incorrect information.
-  **Sentinel**
There might be 1 extra or 1 fewer Outsider in play.
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Gambler**
- 3  **Cerenovus**
- 4  **Mezepheles**
- 5  **Shabaloth**
- 6  **Po**
- 7  **Al-Hadikhia**
- 8  **Assassin**
- 9  **Choirboy**
- 10  **Dreamer**
- 11  **King**
- 12  **Spy**
- 13  **Leviathan**
- 14  **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

Dying Light — by FGDandude

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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
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		Mezepheles Show the Mezepheles their secret word.
8		Pixie Show the Pixie 1 in-play Townsfolk character token.
9		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
10		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11		Spy Show the Grimoire to the Spy for as long as they need.
12		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Dying Light — by FGDandude

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		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.
5		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
6		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
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		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.
9		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
10		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11		King If there are more dead than living, show the King a character token of a living player.
12		Spy Show the Grimoire to the Spy for as long as they need.
13		Leviathan Change the Leviathan Day reminder for the next day.
14		Dawn Wait for a few seconds. End the Night Phase.