

TOWNSFOLK



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Town Crier

Each night*, you learn if a Minion nominated today.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Dreamer

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



Artist

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

OUTSIDER



Mutant

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



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINION



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



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

Plain Ol' Vanilla — by Madeline

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Marionette
- 5  Librarian
- 6  Clockmaker
- 7  Dreamer
- 8  Dawn

FABLED, JINXES & LORIC

- FABLED**
-  **Fibbin**
Once per game, 1 good player might get incorrect information.
 -  **Sentinel**
There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

- 1  Dusk
- 2  Scarlet Woman
- 3  Imp
- 4  Dreamer
- 5  Town Crier
- 6  Juggler
- 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

Plain Ol' Vanilla — by Madeline

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		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.
5		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
6		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
7		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
8		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Plain Ol' Vanilla — by Madeline

1		Dusk Start the Night Phase.
2		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
3		Imp The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
4		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
5		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
6		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
7		Dawn Wait for a few seconds. End the Night Phase.