

## TOWNSFOLK



### Noble

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



### Investigator

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



### Pixie

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



### Sailor

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



### Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



### Town Crier

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



### Amnesiac

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



### Soldier

You are safe from the Demon.



### Pacifist

Executed good players might not die.



### Alchemist

You have a not-in-play Minion ability.



### Tea Lady

If both your alive neighbours are good, they can't die.



### Poppy Grower

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



### Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

## OUTSIDER



### Recluse

You might register as evil & as a Minion or Demon, even if dead.



### Mutant

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



### Drunk

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



### Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

## MINION



### Baron

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



### Scarlet Woman

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



### Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



### Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

## DEMON



### Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



### No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



### Imp

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



### Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

# Quick Reference

Organic Blend — by Mup

## FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Alchemist
- 5  Poppy Grower
- 6  Lunatic
- 7  Sailor
- 8  Pukka
- 9  Pixie
- 10  Amnesiac
- 11  Investigator
- 12  Noble
- 13  Mathematician
- 14  D Dawn

## FABLED, JINXES & LORIC



### Alchemist & Organ Grinder

If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.



### Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.



### Mathematician & Lunatic

The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.



### Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.



### Alchemist & Mastermind

An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

## FABLED



### Djinn

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

## OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Sailor
- 4  Scarlet Woman
- 5  Lunatic
- 6  Imp
- 7  Pukka
- 8  Fang Gu
- 9  No Dashii
- 10  Amnesiac
- 11  Town Crier
- 12  Mathematician
- 13  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

Organic Blend — by Mup

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 2  |    | <b>Minion Info</b><br>  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  |    | <b>Demon Info</b><br>  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  |    | <b>Alchemist</b><br>  Show the Alchemist a not-in-play Minion token                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 5  |    | <b>Poppy Grower</b><br>  Do not inform the Demon/Minions who each other are                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 6  |    | <b>Lunatic</b><br>  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. |
| 7  |    | <b>Sailor</b><br>  The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 8  |    | <b>Pukka</b><br>  The Pukka points to a player. That player is poisoned.                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| 9  |    | <b>Pixie</b><br>  Show the Pixie 1 in-play Townsfolk character token.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 10 |   | <b>Amnesiac</b><br>  Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                                                                                                                                                                                                                                             |
| 11 |  | <b>Investigator</b><br>  Show the character token of a Minion in play. Point to two players, one of which is that character.                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 12 |  | <b>Noble</b><br>  Point to 3 players including one evil player, in no particular order.                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 13 |  | <b>Mathematician</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.                                                                                                                                                                                                                                                                                                                                                                                                           |
| 14 |  | <b>Dawn</b><br>  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  **Scarlet Woman**  
| If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
- 5  **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.
- 6  **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.
- 7  **Pukka**  
| The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
- 8  **Fang Gu**  
| The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
- 9  **No Dashii**  
| The No Dashii points to a player. That player dies.
- 10  **Amnesiac**  
| If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
- 11  **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).
- 12  **Mathematician**  
| Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
- 13  **Dawn**  
| Wait for a few seconds. End the Night Phase.