

## TOWNSFOLK



### Librarian

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



### High Priestess

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



### Balloonist

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



### 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.



### Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



### Savant

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



### Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



### Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



### Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



### Fisherman

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



### Amnesiac

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



### 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.



### Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



### Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



### Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

## MINION



### Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



### Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



### Wraith

You may choose to open your eyes at night. You wake when other evil players do.



### Boffin

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

## DEMON



### Vigormortis

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



### 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

Solve For X — by Cypherwyre

## FIRST NIGHT

- 1  **D** Dusk
- 2  **M** Minion Info
- 3  **D** Demon Info
- 4  Philosopher
- 5  Poisoner
- 6  Huntsman
- 7  Damsel
- 8  Amnesiac
- 9  Librarian
- 10  Seamstress
- 11  Balloonist
- 12  **D** Dawn

## FABLED, JINXES & LORIC



### Plague Doctor & Wraith

If the Storyteller would gain the Wraith ability, a Minion gains it, and learns this.



### Boffin & Heretic

The Demon cannot have the Heretic ability.



### Boffin & Politician

The Demon cannot have the Politician ability.

## FABLED



### Djinn

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

## OTHER NIGHTS

- 1  **D** Dusk
- 2  Philosopher
- 3  Poisoner
- 4  Lycanthrope
- 5  Fang Gu
- 6  Vigormortis
- 7  Gossip
- 8  Acrobat
- 9  Huntsman
- 10  Damsel
- 11  Amnesiac
- 12  Seamstress
- 13  Balloonist
- 14  **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

Solve For X — by Cypherwyre

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                  |
|----|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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>Philosopher</b><br>  The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player. |
| 5  |    | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                                   |
| 6  |    | <b>Huntsman</b><br>  The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.                                                                                                                                        |
| 7  |    | <b>Damsel</b><br>  Wake all the Minions, show them the 'This character selected you' card and the Damsel token.                                                                                                                                                                                                                  |
| 8  |    | <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.                                                                                                                                                                       |
| 9  |    | <b>Librarian</b><br>  Show the character token of an Outsider in play. Point to two players, one of which is that character.                                                                                                                                                                                                     |
| 10 |   | <b>Seamstress</b><br>  The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.                                                                                                                          |
| 11 |  | <b>Balloonist</b><br>  Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.                                                                                                                                                                  |
| 12 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                    |

# Other Nights

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                                                                         |
| 2  |    | <b>Philosopher</b><br>  If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player. |
| 3  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                            |
| 4  |    | <b>Lycanthrope</b><br>  The Lycanthrope points to a living player: if good, they die and no one else can die tonight.                                                                                                                                                                                                                                                           |
| 5  |    | <b>Fang Gu</b><br>  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. |
| 6  |    | <b>Vigormortis</b><br>  The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.                                                                                                                                                                                                           |
| 7  |    | <b>Gossip</b><br>  If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.                                                                                                                                                                                                                                               |
| 8  |    | <b>Acrobat</b><br>  If a good living neighbour is drunk or poisoned, the Acrobat player dies.                                                                                                                                                                                                                                                                                   |
| 9  |   | <b>Huntsman</b><br>  The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.                                                                                                                                                                                       |
| 10 |  | <b>Damsel</b><br>  If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.                                                                                                                                                                                                                                                         |
| 11 |  | <b>Amnesiac</b><br>  If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                                                                                                            |
| 12 |  | <b>Seamstress</b><br>  If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.                                                                                                                       |
| 13 |  | <b>Ballooning</b><br>  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 Ballooning's Seen reminder next to that character.                                                                                                                       |
| 14 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |