

## TOWNSFOLK



### 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.



### High Priestess

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



### General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



### Village Idiot

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



### Oracle

Each night\*, you learn how many dead players are evil.



### 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.



### Huntsman

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



### Artist

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



### Fisherman

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



### Juggler

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



### Farmer

If you die at night, an alive good player becomes a Farmer.

## OUTSIDER



### 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.



### Mutant

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



### Damsel

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

## MINION



### Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



### Cerenovus

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



### Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



### Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



### Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

## DEMON



### Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



### Lil' Monsta

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



### Lord of Typhon

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

# Quick Reference

Endless ramblings — by Pardoixe

## FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Lil' Monsta**
- 5  **Widow**
- 6  **Cerenovus**
- 7  **Pixie**
- 8  **Huntsman**
- 9  **Damsel**
- 10  **Investigator**
- 11  **General**
- 12  **Dawn**

## FABLED, JINXES & LORIC

-  **Widow & Damsel**  
If the Widow is (or has been) in play, the Damsel is poisoned.
-  **Cerenovus & Goblin**  
The Cerenovus may choose to make a player mad that they are the Goblin.
-  **Plague Doctor & Goblin**  
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

### FABLED

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

## OTHER NIGHTS

- 1  **Dusk**
- 2  **Gambler**
- 3  **Cerenovus**
- 4  **Lil' Monsta**
- 5  **Huntsman**
- 6  **Damsel**
- 7  **Farmer**
- 8  **Oracle**
- 9  **Juggler**
- 10  **General**
- 11  **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

Endless ramblings — by Pardoixe

|    |                                                                                     |                                                                                                                                                                                                                                                                                                             |
|----|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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>Lil' Monsta</b><br>  Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.                                                                                                                                                                                  |
| 5  |    | <b>Widow</b><br>  Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.                                                                         |
| 6  |    | <b>Cerenovus</b><br>  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  |    | <b>Pixie</b><br>  Show the Pixie 1 in-play Townsfolk character token.                                                                                                                                                                                                                                       |
| 8  |    | <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.                                                                                                                   |
| 9  |    | <b>Damsel</b><br>  Wake all the Minions, show them the 'This character selected you' card and the Damsel token.                                                                                                                                                                                             |
| 10 |   | <b>Investigator</b><br>  Show the character token of a Minion in play. Point to two players, one of which is that character.                                                                                                                                                                                |
| 11 |  | <b>General</b><br>  Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.                                                                                                                                                                             |
| 12 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                               |

# Other Nights

Endless ramblings — by Pardoixe

- 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  **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.
- 5  **Huntsman**  
| 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.
- 6  **Damsel**  
| If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
- 7  **Farmer**  
| If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
- 8  **Oracle**  
| Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
- 9  **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.
- 10  **General**  
| Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
- 11  **Dawn**  
| Wait for a few seconds. End the Night Phase.