TOWNSFOLK

Steward
You start knowing 1 good player.

Knight
You start knowing 2 players that are not the Demon.

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

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

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

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

Undertaker
Each night*, you learn which character died by execution today.

Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.

Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.

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

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

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

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

OUTSIDER

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

Tinker
You might die at any time.

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

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

MINION

Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.

Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

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

DEMON

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

Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

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FIRST NIGHT

1 D Dusk
2 M Minion Info
3 D Demon Info
4 Marionette
5 Godfather
6 Cerenovus
7 Pixie
8 Huntsman
9 Damsel
10 Dreamer
11 Seamstress
12 Leviathan
13 D Dawn

FABLED, JINXES & LORIC

Marionette & Huntsman

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Deviant

If you were funny today, you cannot die by exile.

Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

OTHER NIGHTS

1 D Dusk
2 Gambler
3 Cerenovus
4 Lycanthrope
5 Legion
6 Fang Gu
7 Vortox
8 Godfather
9 Gossip
10 Huntsman
11 Damsel
12 Tinker
13 Undertaker
14 Dreamer
15 Seamstress
16 Leviathan
17 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

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1	D	**Dusk** Start the Night Phase.
2	M	**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	D	**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		**Godfather** Show each of the Outsider tokens in play.
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		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
8		**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.
9		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
10		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11		**Seamstress** 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.
12		**Leviathan** Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
13	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **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 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

5 **Legion**
Choose a player, that player dies.

6 **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.

7 **Vortox**
The Vortox points to a player. That player dies.

8 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

9 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

10 **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.

11 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

12 **Tinker**
The Tinker might die.

13 **Undertaker**
If a player was executed today: Show that player's character token.

14 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

15 **Seamstress**
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.

16 **Leviathan**
Change the Leviathan Day reminder for the next day.

17 D **Dawn**
Wait for a few seconds. End the Night Phase.